

# Linear Regression

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GPRS

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# Outline

Introduction

Useful Texts

Regression

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# Rogers and Girolami

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**PATTERN RECOGNITION  
AND MACHINE LEARNING  
CHRISTOPHER M. BISHOP**

# Outline

Introduction

Useful Texts

Regression

# Regression Examples

- ▶ Predict a real value,  $y_i$  given some inputs  $x_i$ .
- ▶ Predict quality of meat given spectral measurements (Tecator data).
- ▶ Radiocarbon dating, the C14 calibration curve: predict age given quantity of C14 isotope.
- ▶ Predict quality of different Go or Backgammon moves given expert rated training data.

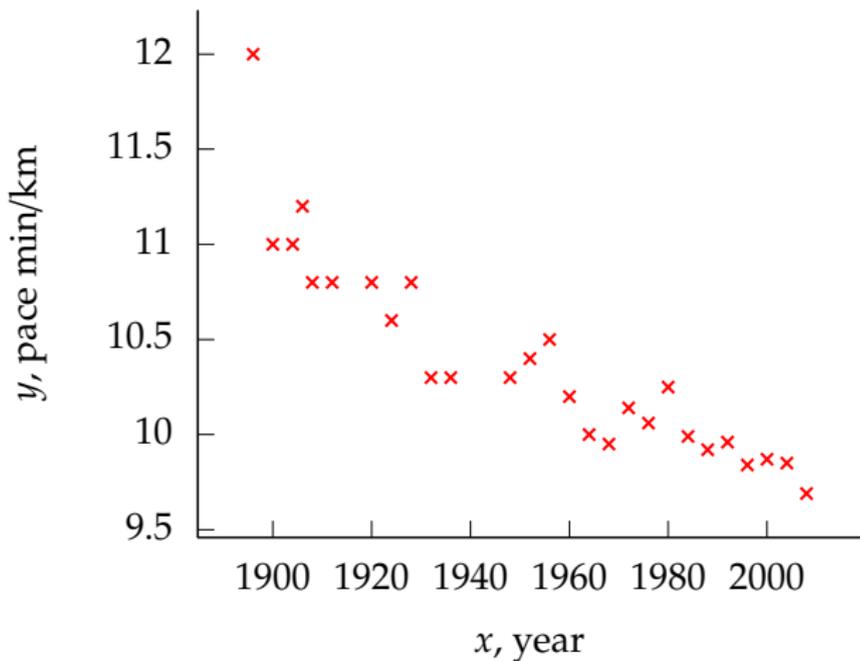
# Olympic 100m Data

- ▶ Gold medal times for Olympic 100 m runners since 1896.



Image from Wikimedia  
Commons  
<http://bit.ly/191adDC>

# Olympic 100m Data



Olympic 100 m Data.

# Olympic Marathon Data

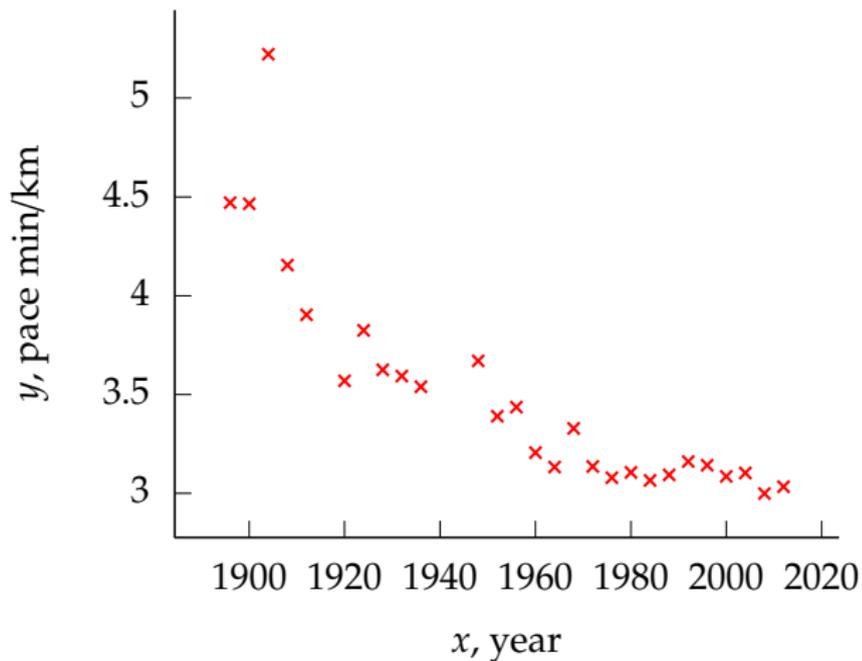
- ▶ Gold medal times for Olympic Marathon since 1896.
- ▶ Marathons before 1924 didn't have a standardised distance.
- ▶ Present results using pace per km.
- ▶ In 1904 Marathon was badly organised leading to very slow times.



Image from Wikimedia  
Commons

<http://bit.ly/16kMKHQ>

# Olympic Marathon Data



Olympic Marathon Data.

# What is Machine Learning?

data

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**data** + **model**

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- ▶ **model**: assumptions, based on previous experience (other data! transfer learning etc), or beliefs about the regularities of the universe. Inductive bias.

# What is Machine Learning?

**data** + **model** =

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- ▶ **model**: assumptions, based on previous experience (other data! transfer learning etc), or beliefs about the regularities of the universe. Inductive bias.

# What is Machine Learning?

$$\text{data} + \text{model} = \text{prediction}$$

- ▶ **data**: observations, could be actively or passively acquired (meta-data).
- ▶ **model**: assumptions, based on previous experience (other data! transfer learning etc), or beliefs about the regularities of the universe. Inductive bias.
- ▶ **prediction**: an action to be taken or a categorization or a quality score.

# Regression: Linear Relationship

$$y = mx + c$$

- ▶  $y$ : winning time/pace.

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- ▶  $m$ : rate of improvement over time.

# Regression: Linear Relationship

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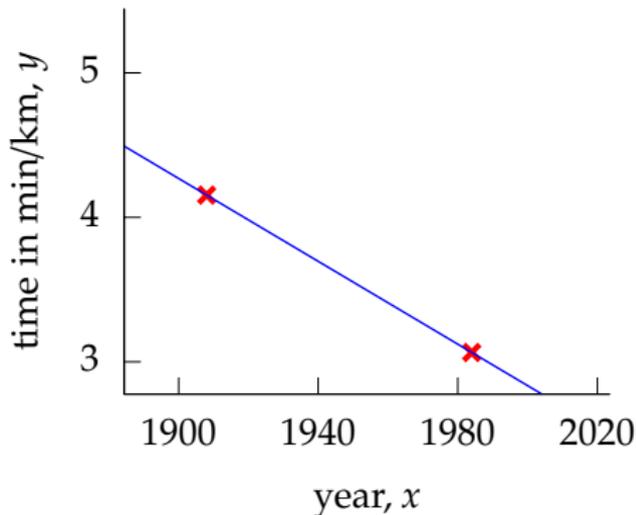
- ▶  $y$ : winning time/pace.
- ▶  $x$ : year of Olympics.
- ▶  $m$ : rate of improvement over time.
- ▶  $c$ : winning time at year 0.

# Two Simultaneous Equations

A system of two simultaneous equations with two unknowns.

$$y_1 = mx_1 + c$$

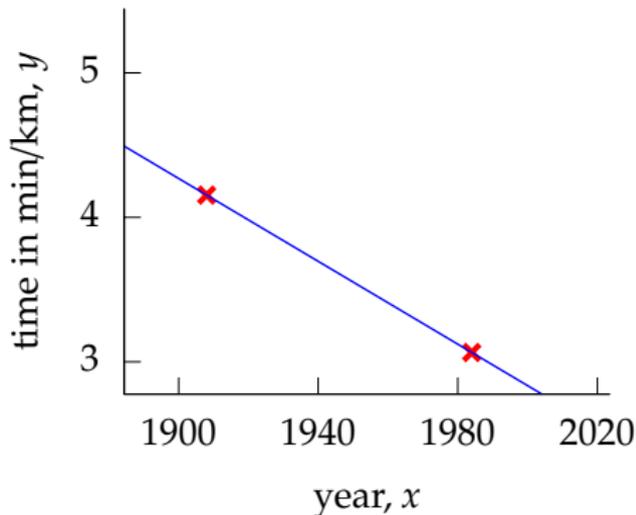
$$y_2 = mx_2 + c$$



# Two Simultaneous Equations

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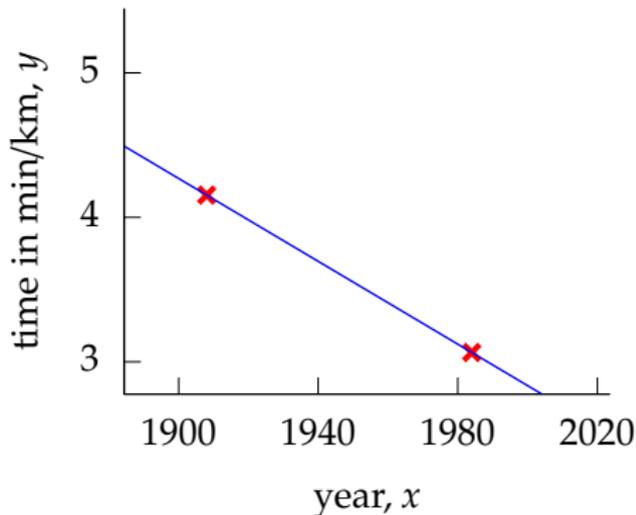
$$y_1 - y_2 = m(x_1 - x_2)$$



# Two Simultaneous Equations

A system of two simultaneous equations with two unknowns.

$$\frac{y_1 - y_2}{x_1 - x_2} = m$$

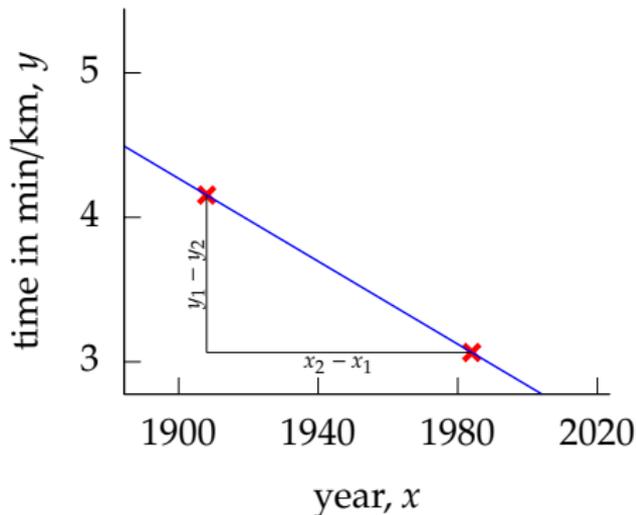


# Two Simultaneous Equations

A system of two simultaneous equations with two unknowns.

$$m = \frac{y_2 - y_1}{x_2 - x_1}$$

$$c = y_1 - mx_1$$



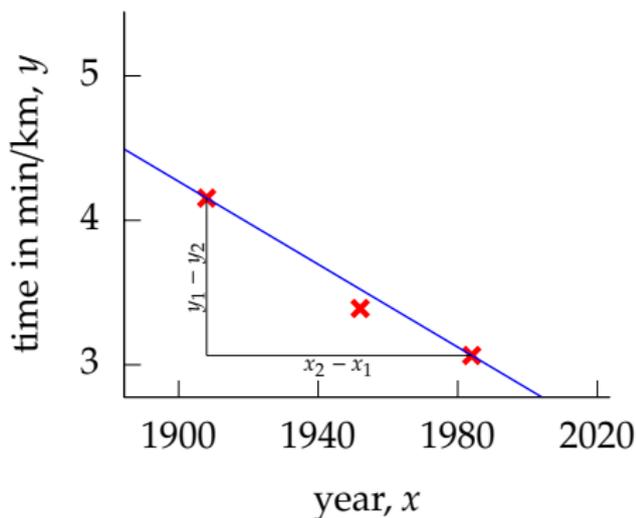
# Two Simultaneous Equations

How do we deal with three simultaneous equations with only two unknowns?

$$y_1 = mx_1 + c$$

$$y_2 = mx_2 + c$$

$$y_3 = mx_3 + c$$



# Overdetermined System

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# Overdetermined System

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$$y_1 = mx_1 + c$$

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$$y_3 = mx_3 + c$$

- ▶ This problem is solved through a noise model  $\epsilon \sim \mathcal{N}(0, \sigma^2)$

$$y_1 = mx_1 + c + \epsilon_1$$

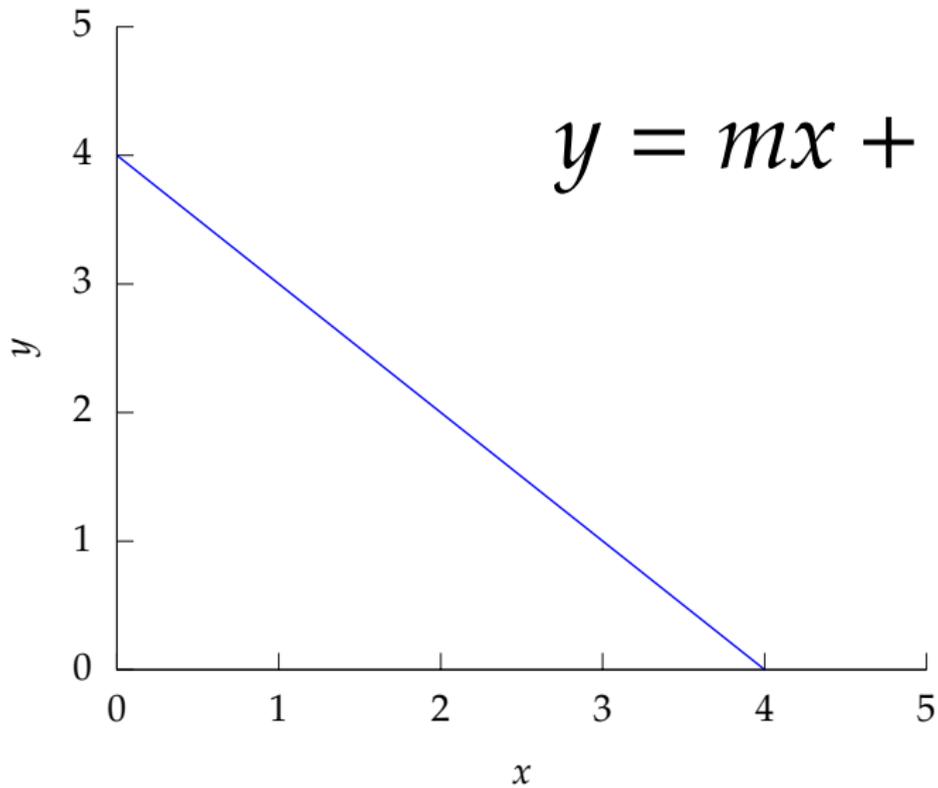
$$y_2 = mx_2 + c + \epsilon_2$$

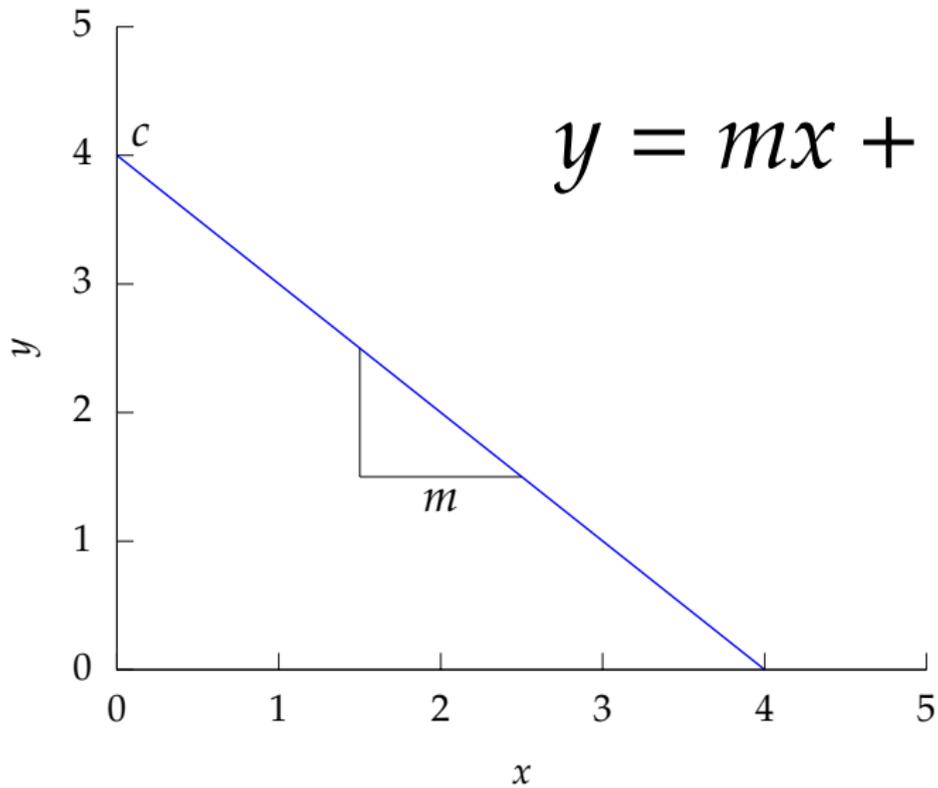
$$y_3 = mx_3 + c + \epsilon_3$$

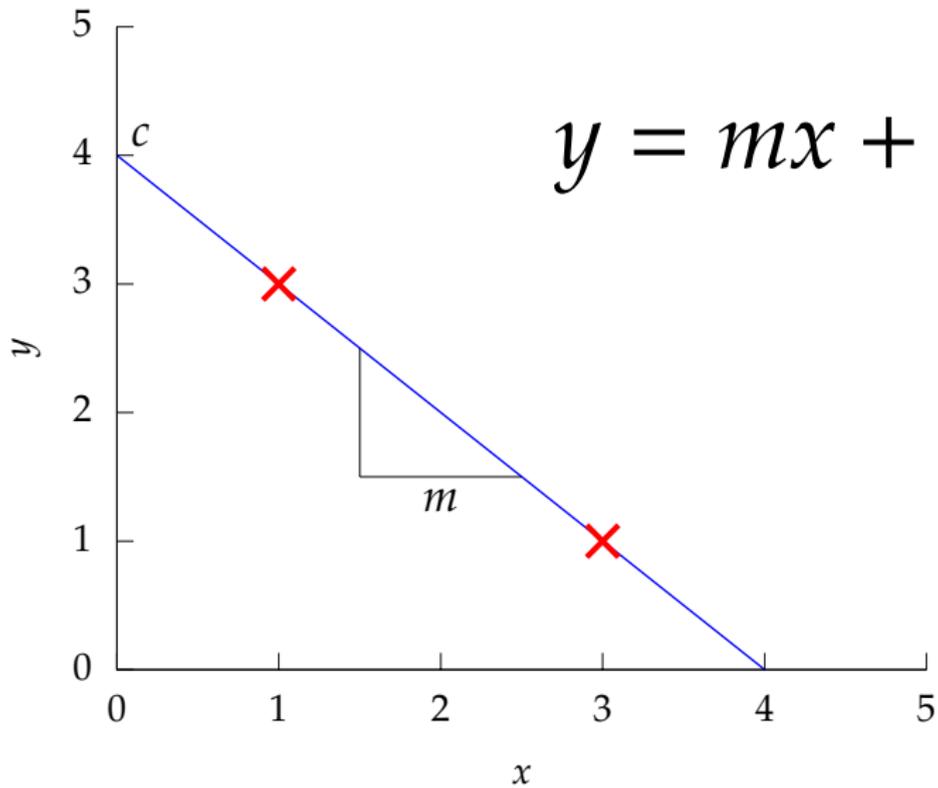
# Noise Models

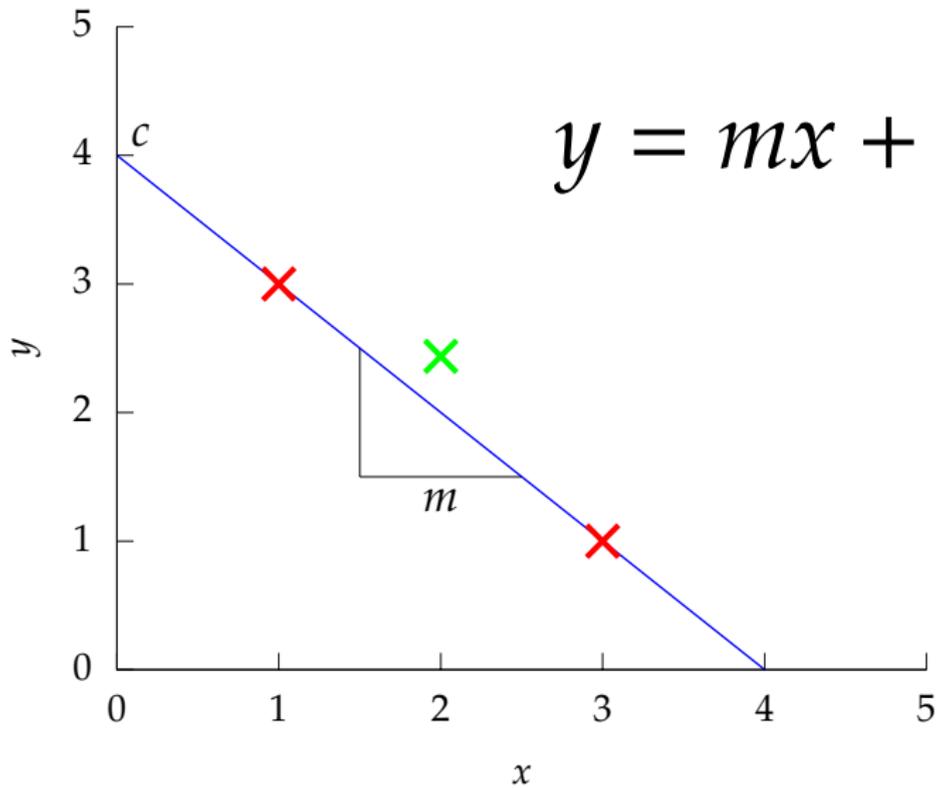
- ▶ We aren't modeling entire system.
- ▶ Noise model gives mismatch between model and data.
- ▶ Gaussian model justified by appeal to central limit theorem.
- ▶ Other models also possible (Student- $t$  for heavy tails).
- ▶ Maximum likelihood with Gaussian noise leads to *least squares*.

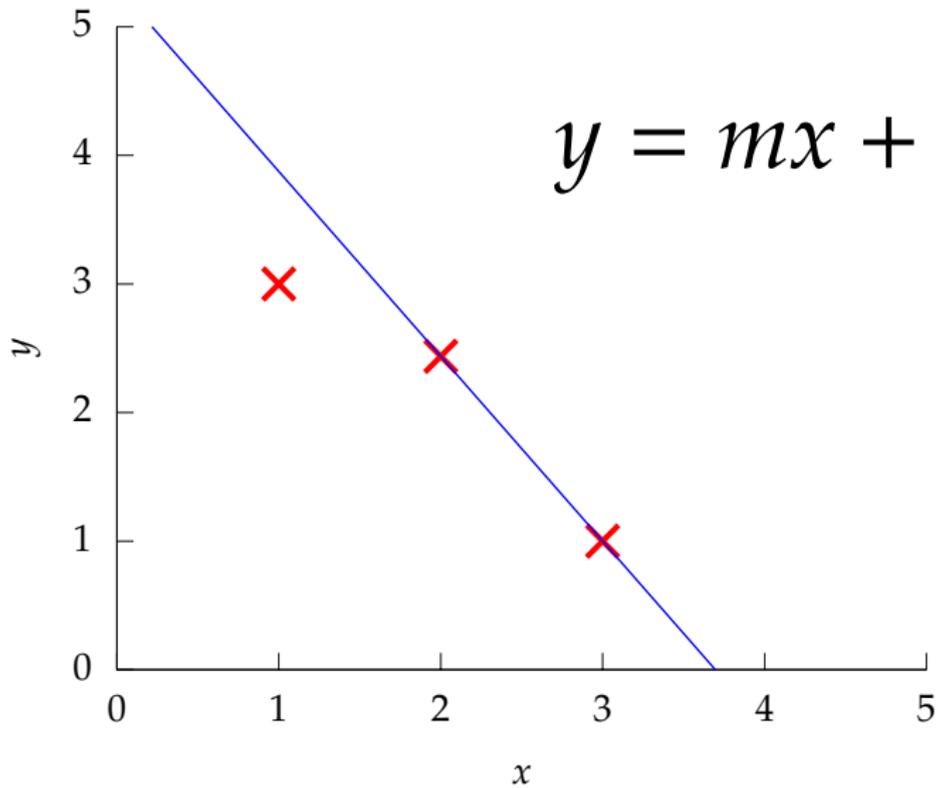
$$y = mx + c$$

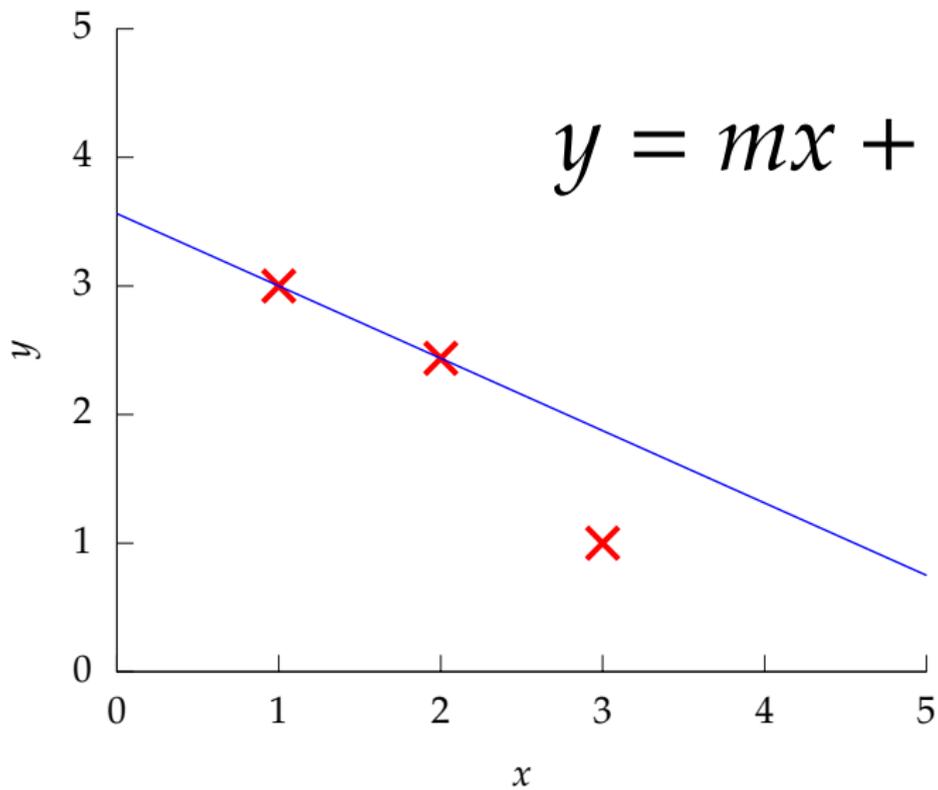


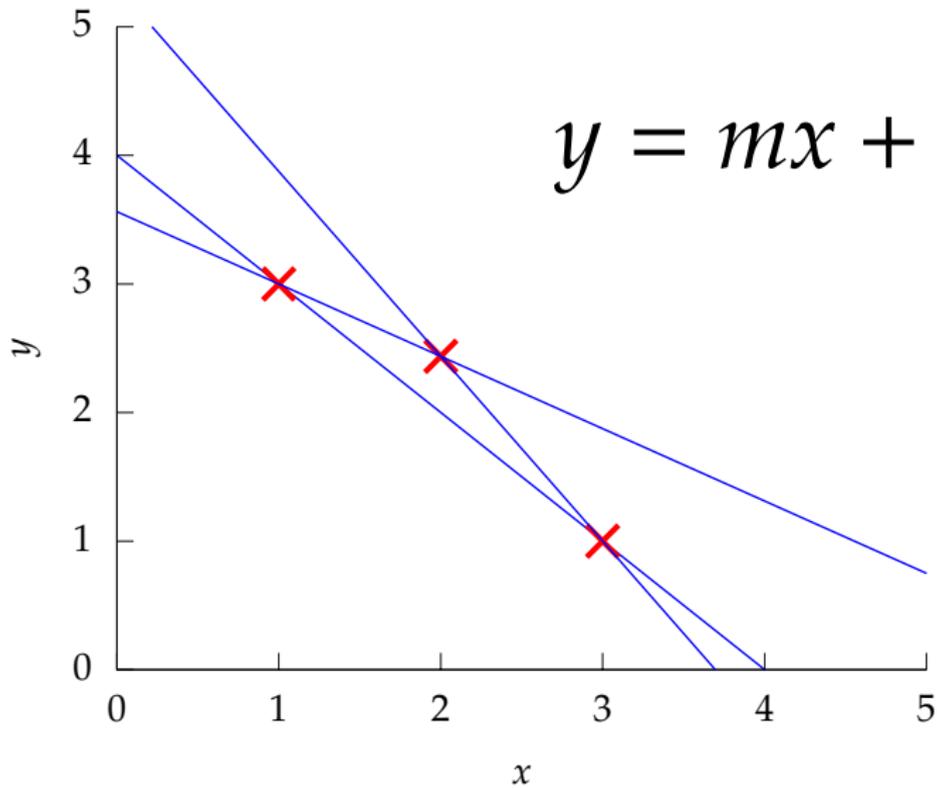












$$y = mx + c$$

point 1:  $x = 1, y = 3$

$$3 = m + c$$

point 2:  $x = 3, y = 1$

$$1 = 3m + c$$

point 3:  $x = 2, y = 2.5$

$$2.5 = 2m + c$$

$$y = mx + c + \epsilon$$

point 1:  $x = 1, y = 3$

$$3 = m + c + \epsilon_1$$

point 2:  $x = 3, y = 1$

$$1 = 3m + c + \epsilon_2$$

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$$2.5 = 2m + c + \epsilon_3$$

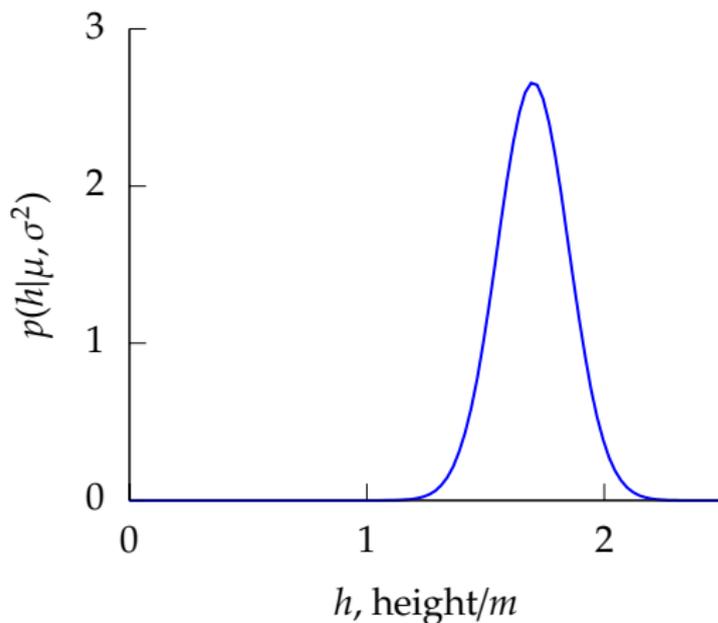
# The Gaussian Density

- ▶ Perhaps the most common probability density.

$$p(y|\mu, \sigma^2) = \frac{1}{\sqrt{2\pi\sigma^2}} \exp\left(-\frac{(y - \mu)^2}{2\sigma^2}\right)$$
$$\triangleq \mathcal{N}(y|\mu, \sigma^2)$$

- ▶ The Gaussian density.

# Gaussian Density



The Gaussian PDF with  $\mu = 1.7$  and variance  $\sigma^2 = 0.0225$ . Mean shown as red line. It could represent the heights of a population of students.

## Gaussian Density

$$\mathcal{N}(y|\mu, \sigma^2) = \frac{1}{\sqrt{2\pi\sigma^2}} \exp\left(-\frac{(y - \mu)^2}{2\sigma^2}\right)$$

$\sigma^2$  is the variance of the density and  $\mu$  is the mean.

# Two Important Gaussian Properties

## Sum of Gaussians

- ▶ Sum of Gaussian variables is also Gaussian.

$$y_i \sim \mathcal{N}(\mu_i, \sigma_i^2)$$

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And the scaled density is distributed as

$$wy \sim \mathcal{N}(w\mu, w^2\sigma^2)$$

# A Probabilistic Process

- ▶ Set the mean of Gaussian to be a function.

$$p(y_i|x_i) = \frac{1}{\sqrt{2\pi\sigma^2}} \exp\left(-\frac{(y_i - f(x_i))^2}{2\sigma^2}\right).$$

- ▶ This gives us a 'noisy function'.
- ▶ This is known as a process.

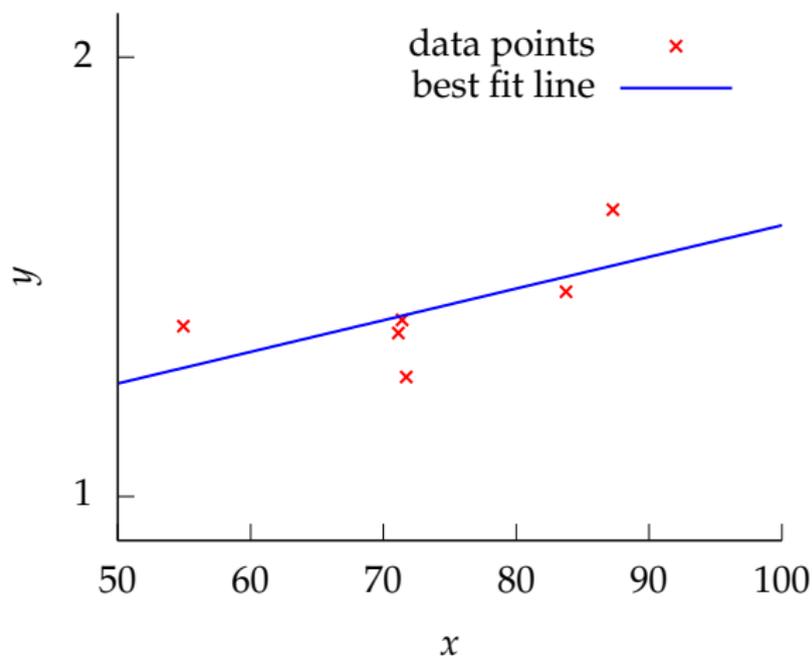
## $y$ as a Function of $x$

- ▶ In the standard Gaussian, parametrized by mean and variance.
- ▶ Make the mean a linear function of an *input*.
- ▶ This leads to a regression model.

$$y_i = f(x_i) + \epsilon_i,$$

$$\epsilon_i \sim \mathcal{N}(0, \sigma^2).$$

# Linear Function



A linear regression between  $x$  and  $y$ .

# Data Point Likelihood

- ▶ Likelihood of an individual data point

$$p(y_i|x_i, m, c) = \frac{1}{\sqrt{2\pi\sigma^2}} \exp\left(-\frac{(y_i - mx_i - c)^2}{2\sigma^2}\right).$$

- ▶ Parameters are gradient,  $m$ , offset,  $c$  of the function and noise variance  $\sigma^2$ .

# Data Set Likelihood

- ▶ If the noise,  $\epsilon_i$  is sampled independently for each data point.
- ▶ Each data point is independent (given  $m$  and  $c$ ).
- ▶ For independent variables:

$$p(\mathbf{y}) = \prod_{i=1}^n p(y_i)$$

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- ▶ For independent variables:

$$p(\mathbf{y}|\mathbf{x}, m, c) = \frac{1}{(2\pi\sigma^2)^{\frac{n}{2}}} \exp\left(-\frac{\sum_{i=1}^n (y_i - mx_i - c)^2}{2\sigma^2}\right).$$

# Log Likelihood Function

- ▶ Normally work with the log likelihood:

$$L(m, c, \sigma^2) = -\frac{n}{2} \log 2\pi - \frac{n}{2} \log \sigma^2 - \sum_{i=1}^n \frac{(y_i - mx_i - c)^2}{2\sigma^2}.$$

## Consistency of Maximum Likelihood

- ▶ If data was really generated according to probability we specified.
- ▶ Correct parameters will be recovered in limit as  $n \rightarrow \infty$ .
- ▶ This can be proven through sample based approximations (law of large numbers) of “KL divergences”.
- ▶ Mainstay of classical statistics.

# Probabilistic Interpretation of the Error Function

- ▶ Probabilistic Interpretation for Error Function is Negative Log Likelihood.
- ▶ *Minimizing* error function is equivalent to *maximizing* log likelihood.
- ▶ Maximizing *log likelihood* is equivalent to maximizing the *likelihood* because log is monotonic.
- ▶ Probabilistic interpretation: Minimizing error function is equivalent to maximum likelihood with respect to parameters.

# Error Function

- ▶ Negative log likelihood is the error function leading to an error function

$$E(m, c, \sigma^2) = \frac{n}{2} \log \sigma^2 + \frac{1}{2\sigma^2} \sum_{i=1}^n (y_i - mx_i - c)^2.$$

- ▶ Learning proceeds by minimizing this error function for the data set provided.

## Connection: Sum of Squares Error

- ▶ Ignoring terms which don't depend on  $m$  and  $c$  gives

$$E(m, c) \propto \sum_{i=1}^n (y_i - f(x_i))^2$$

where  $f(x_i) = mx_i + c$ .

- ▶ This is known as the *sum of squares* error function.
- ▶ Commonly used and is closely associated with the Gaussian likelihood.

# Mathematical Interpretation

- ▶ What is the mathematical interpretation?
  - ▶ There is a cost function.
  - ▶ It expresses mismatch between your prediction and reality.

$$E(\mathbf{w}) = \sum_{i=1}^n (y_i - mx_i + c - y_i)^2$$

- ▶ This is known as the sum of squares error.

# Learning is Optimization

- ▶ Learning is minimization of the cost function.
- ▶ At the minima the gradient is zero.
- ▶ Coordinate ascent, find gradient in each coordinate and set to zero.

$$\frac{dE(m)}{dm} = -2 \sum_{i=1}^n x_i (y_i - mx_i - c)$$

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$$0 = -2 \sum_{i=1}^n x_i (y_i - mx_i - c)$$

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- ▶ Coordinate ascent, find gradient in each coordinate and set to zero.

$$0 = -2 \sum_{i=1}^n x_i y_i + 2 \sum_{i=1}^n m x_i^2 + 2 \sum_{i=1}^n c x_i$$

# Learning is Optimization

- ▶ Learning is minimization of the cost function.
- ▶ At the minima the gradient is zero.
- ▶ Coordinate ascent, find gradient in each coordinate and set to zero.

$$m = \frac{\sum_{i=1}^n (y_i - c) x_i}{\sum_{i=1}^n x_i^2}$$

# Learning is Optimization

- ▶ Learning is minimization of the cost function.
- ▶ At the minima the gradient is zero.
- ▶ Coordinate ascent, find gradient in each coordinate and set to zero.

$$\frac{dE(c)}{dc} = -2 \sum_{i=1}^n (y_i - mx_i - c)$$

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$$0 = -2 \sum_{i=1}^n y_i + 2 \sum_{i=1}^n mx_i + 2nc$$

# Learning is Optimization

- ▶ Learning is minimization of the cost function.
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$$c = \frac{\sum_{i=1}^n (y_i - cx)}{n}$$

# Fixed Point Updates

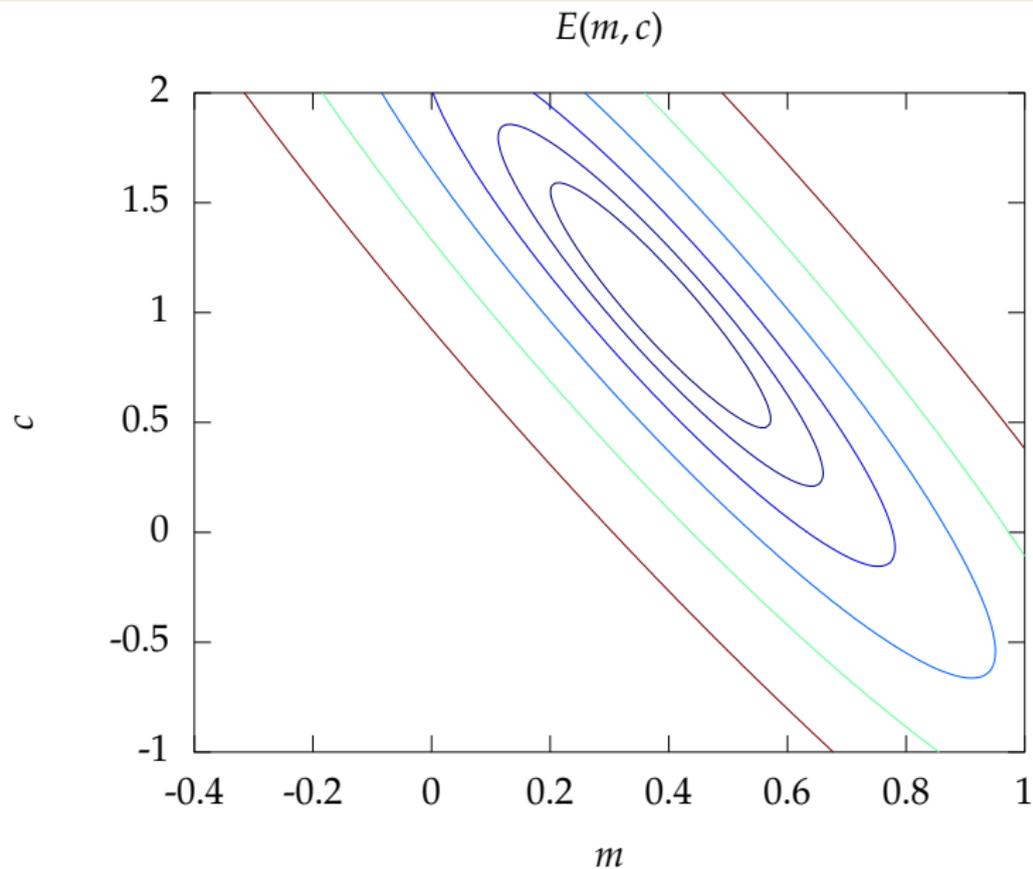
Worked example.

$$c^* = \frac{\sum_{i=1}^n (y_i - m^* x_i)}{n},$$

$$m^* = \frac{\sum_{i=1}^n x_i (y_i - c^*)}{\sum_{i=1}^n x_i^2},$$

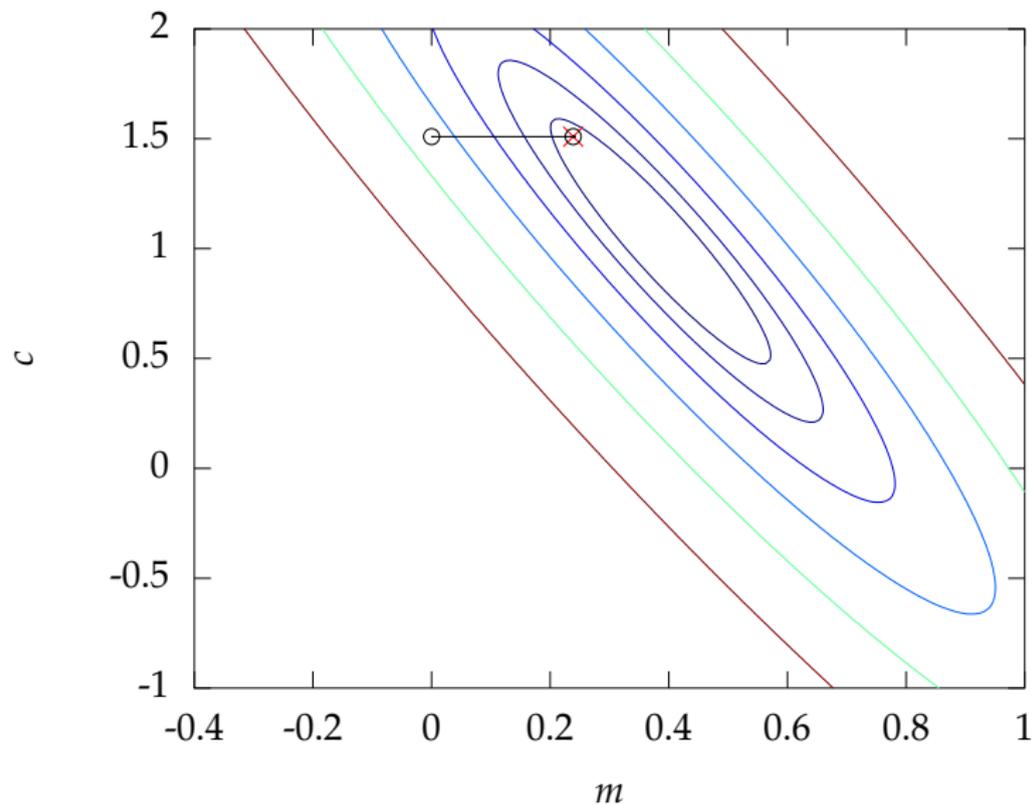
$$\sigma^{2*} = \frac{\sum_{i=1}^n (y_i - m^* x_i - c^*)^2}{n}$$

# Coordinate Descent

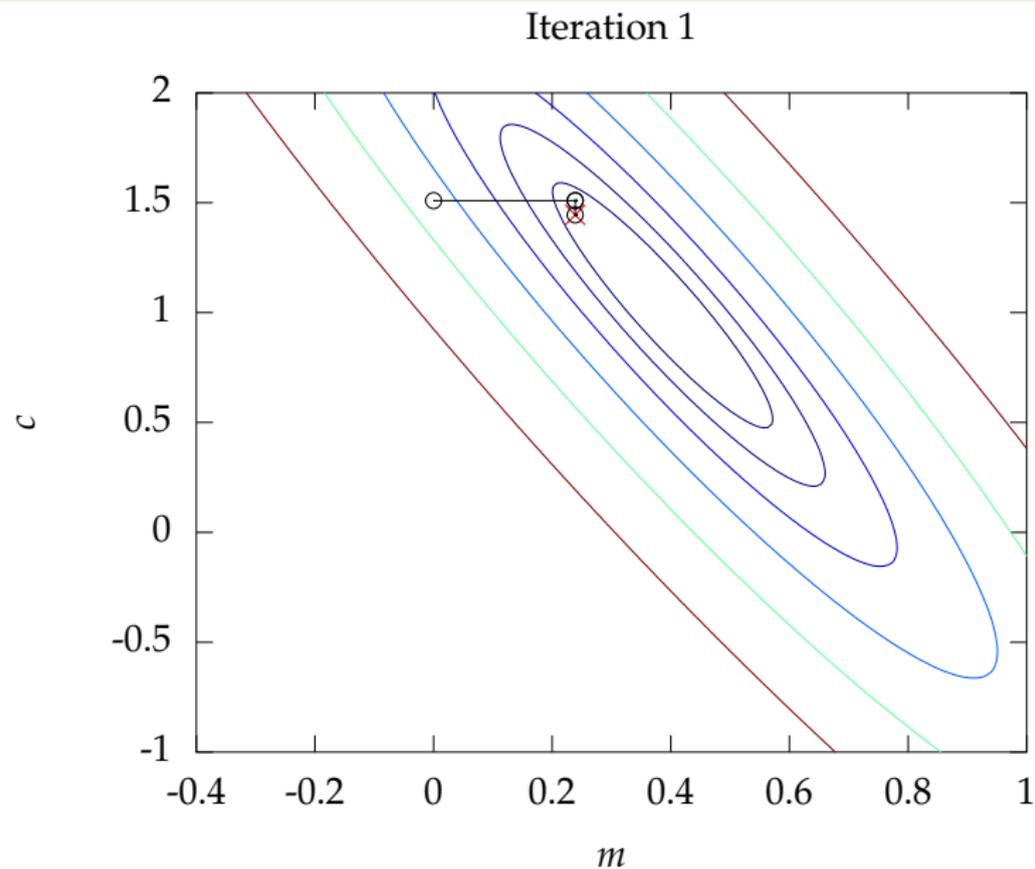


# Coordinate Descent

Iteration 1

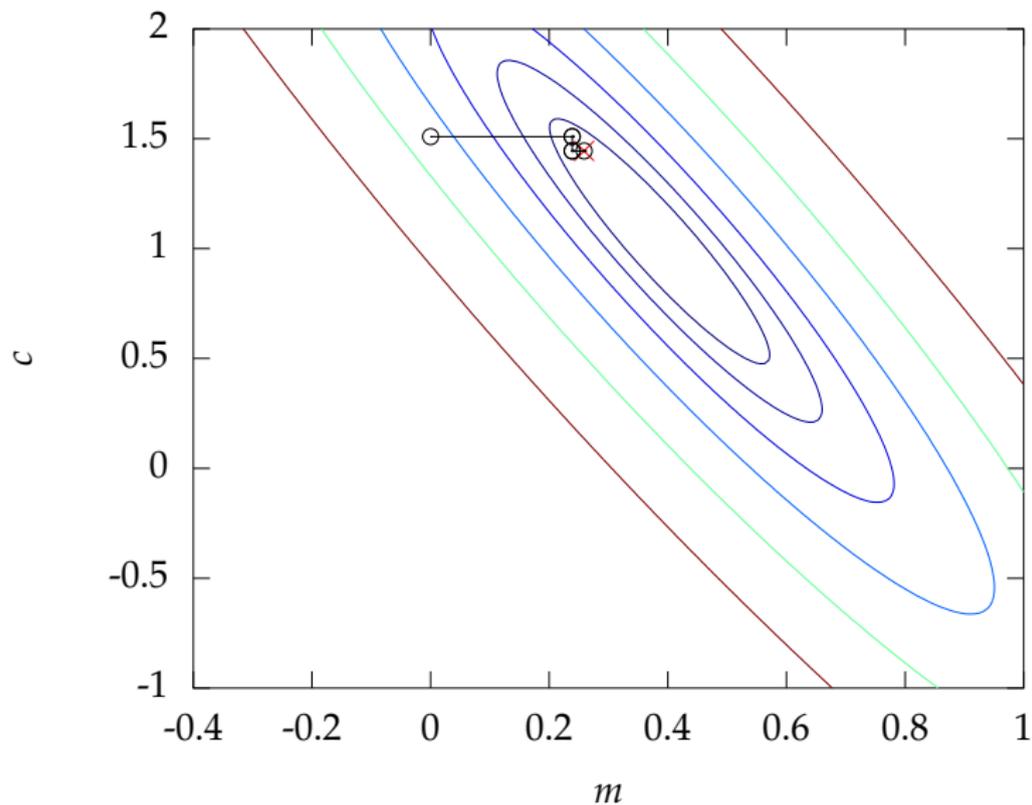


# Coordinate Descent



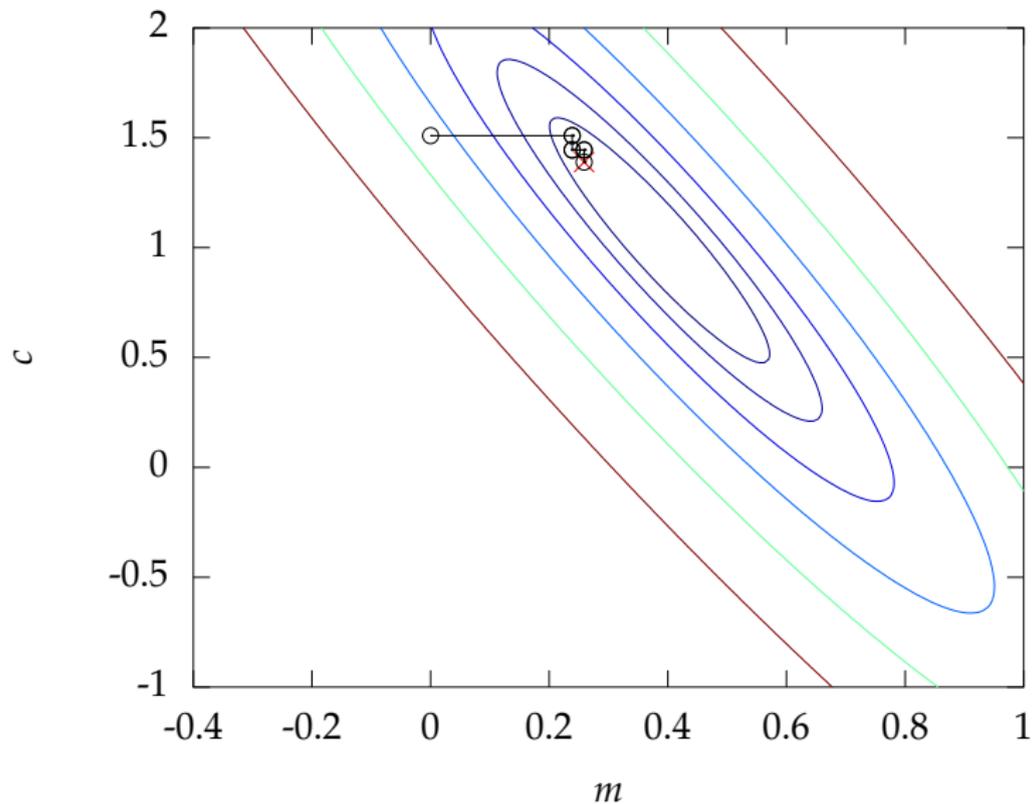
# Coordinate Descent

Iteration 2



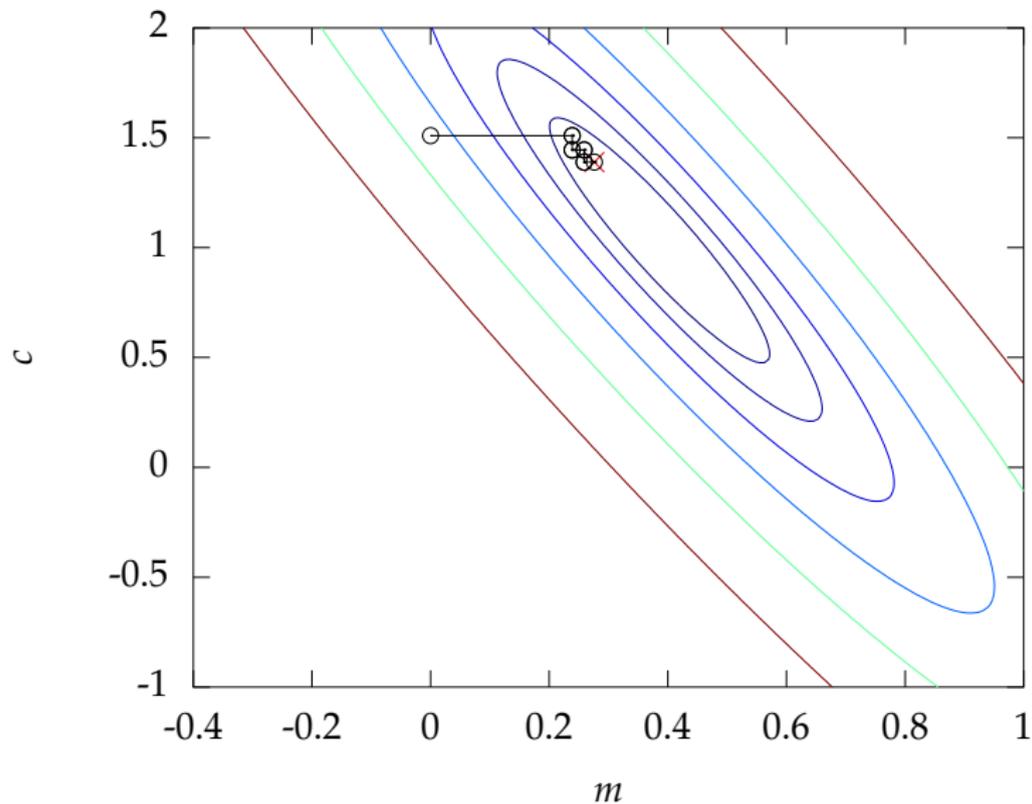
# Coordinate Descent

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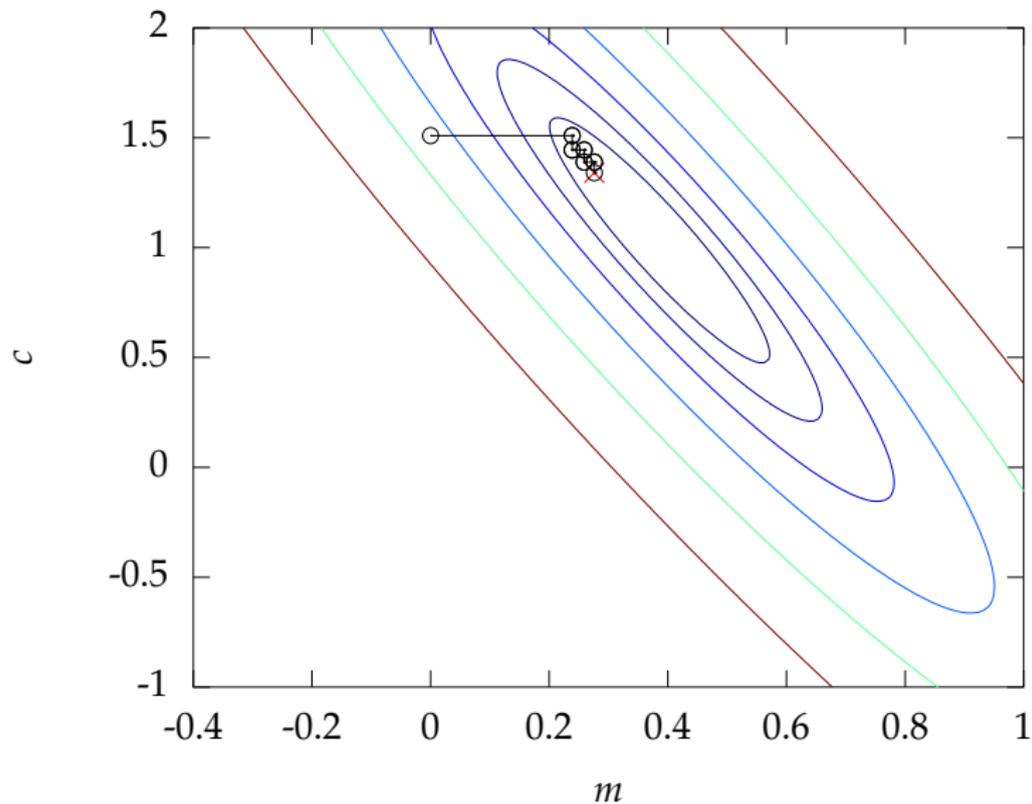
# Coordinate Descent

Iteration 3



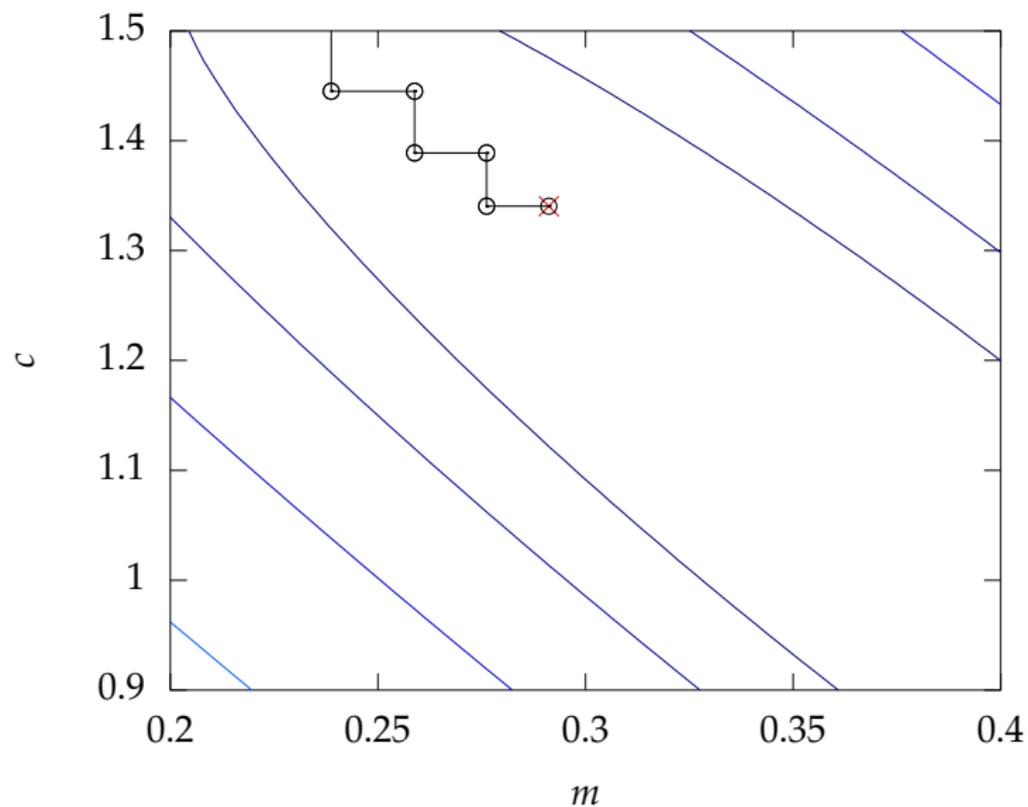
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Iteration 3



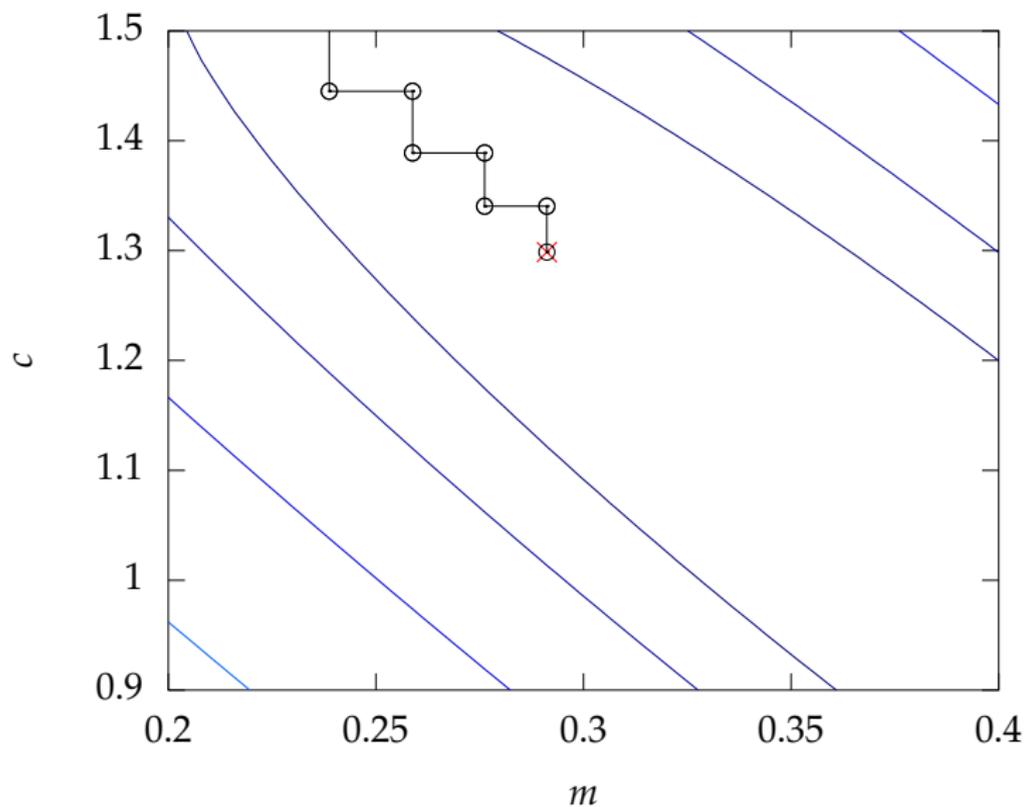
# Coordinate Descent

Iteration 4



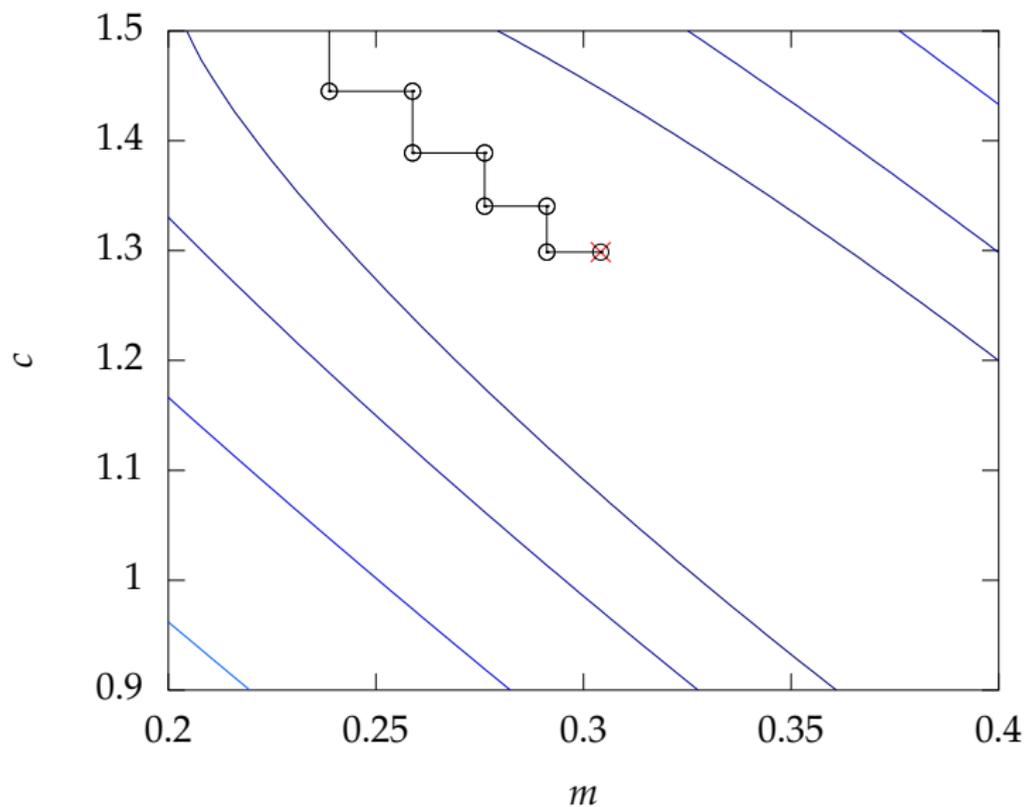
# Coordinate Descent

Iteration 4



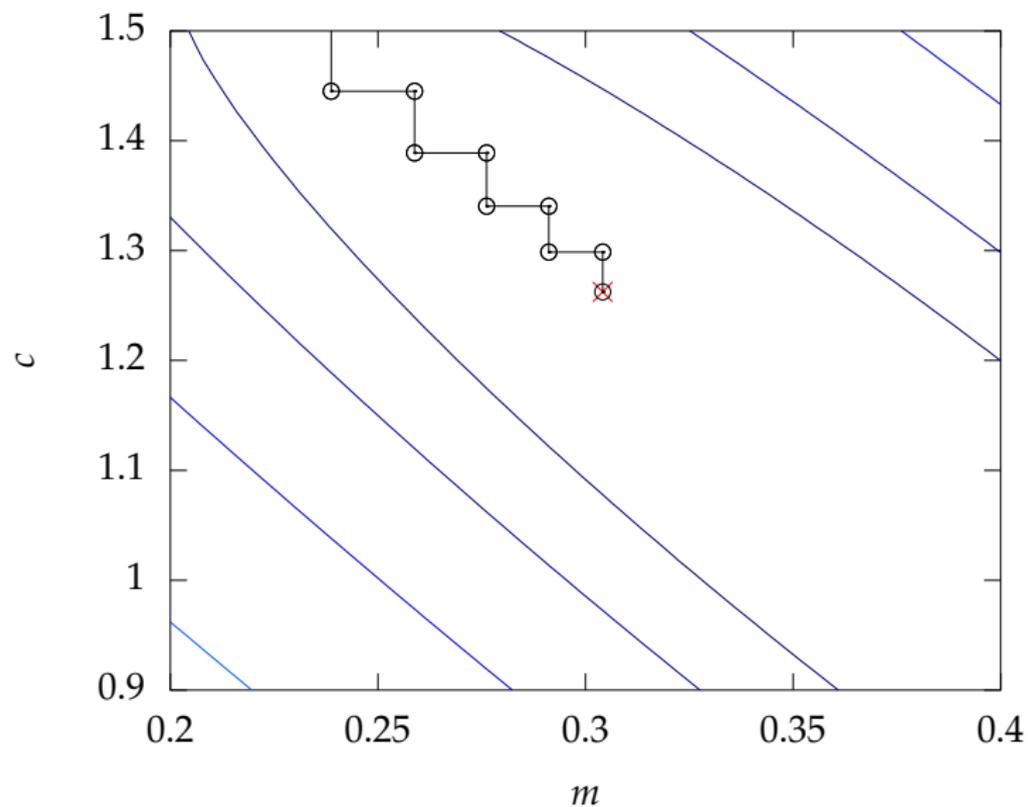
# Coordinate Descent

Iteration 5



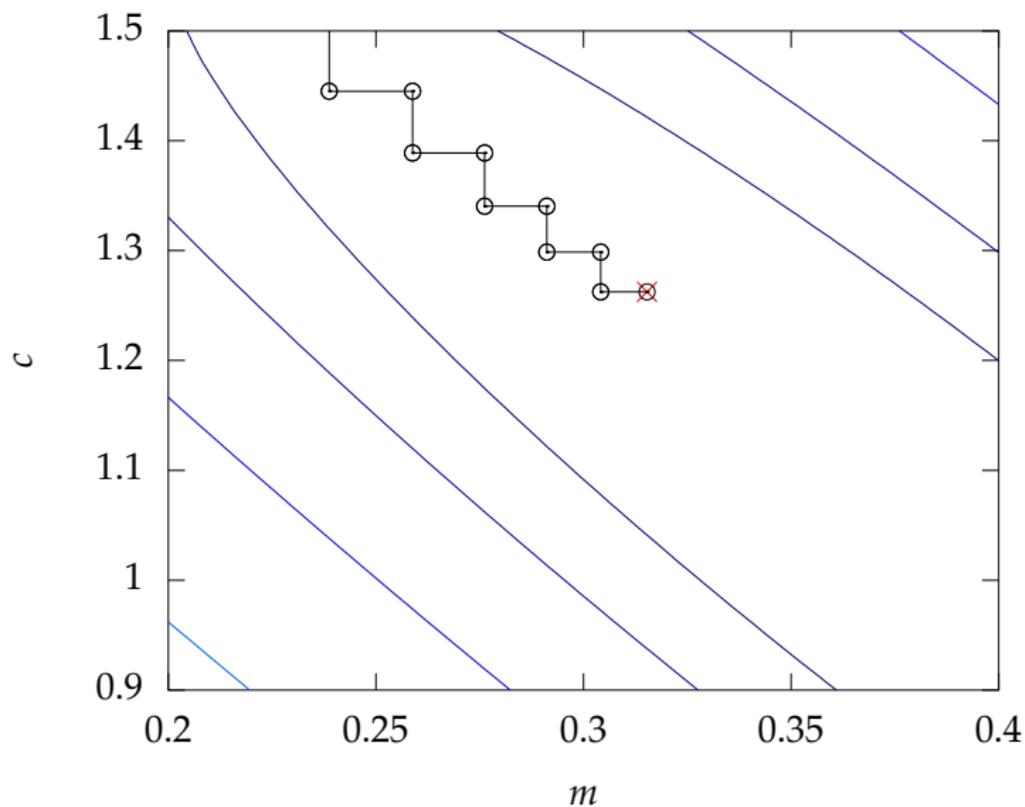
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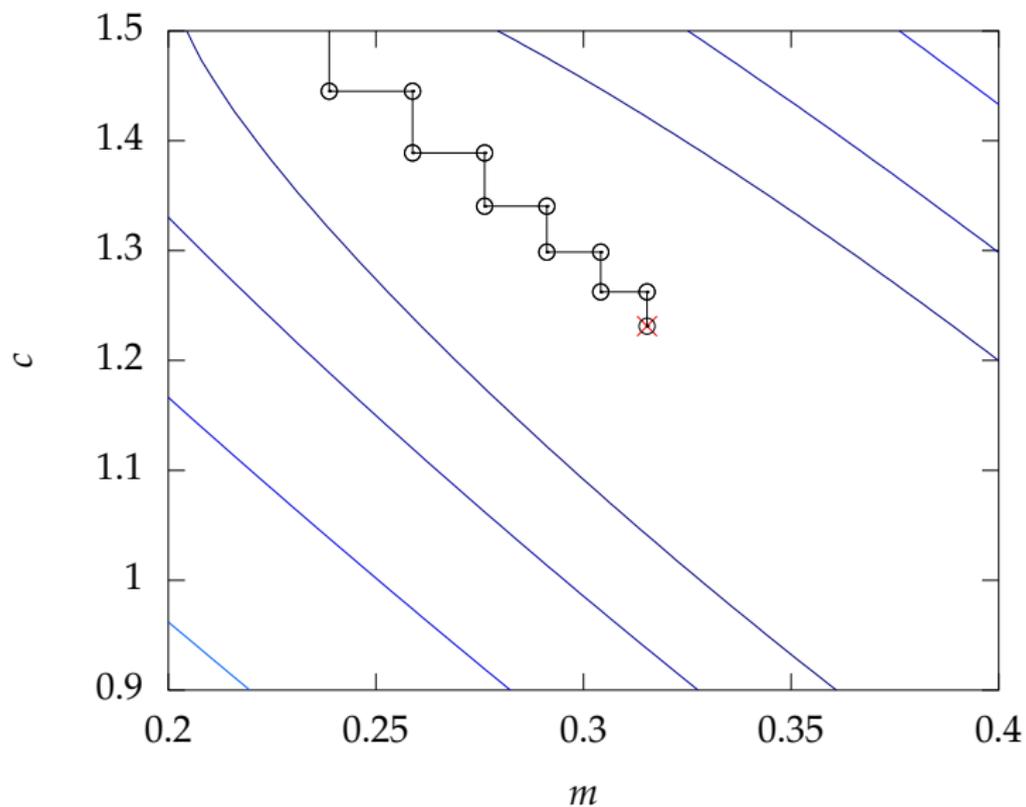
# Coordinate Descent

Iteration 6



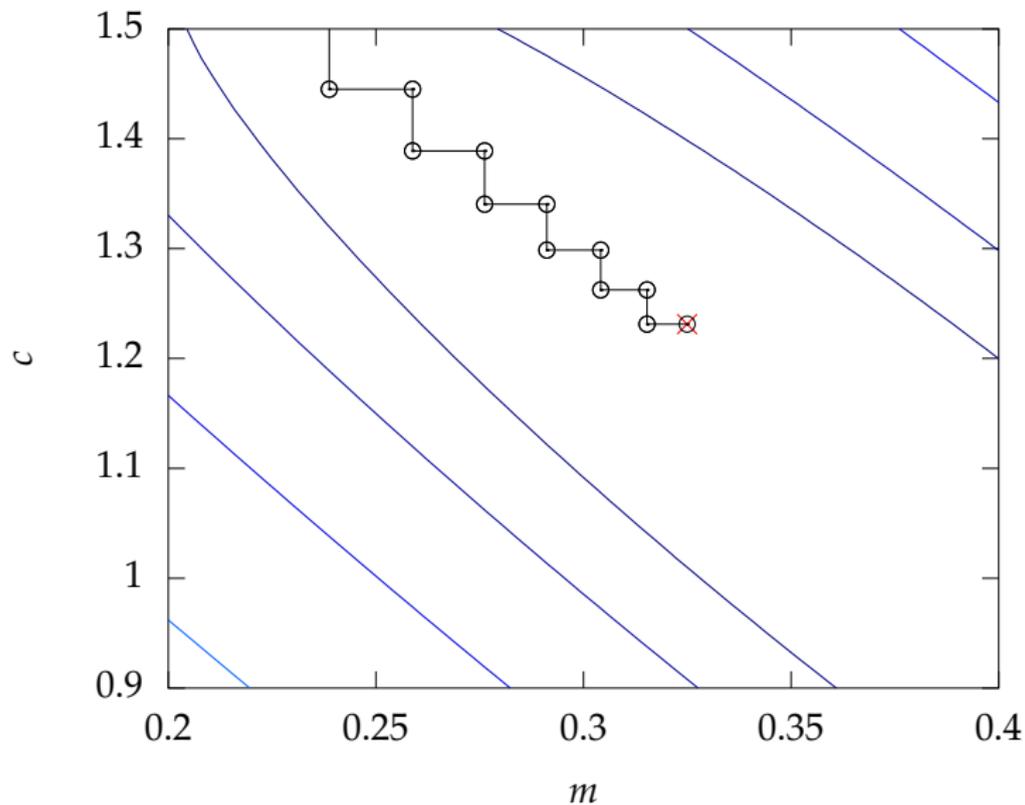
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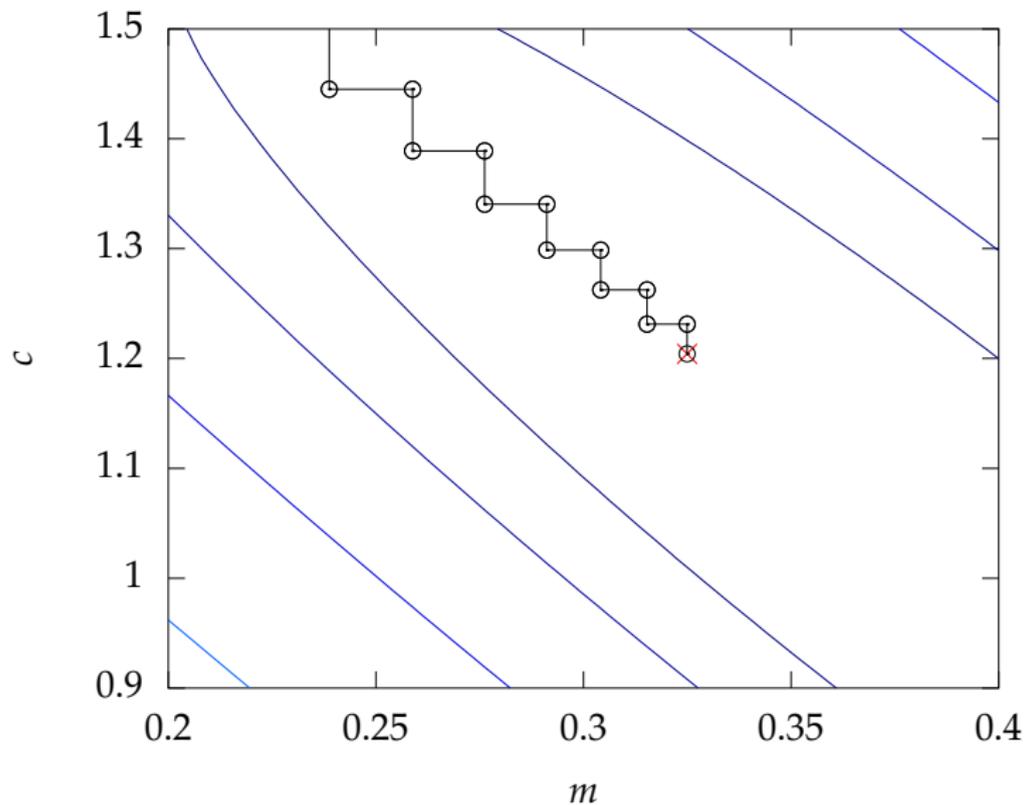
# Coordinate Descent

Iteration 7



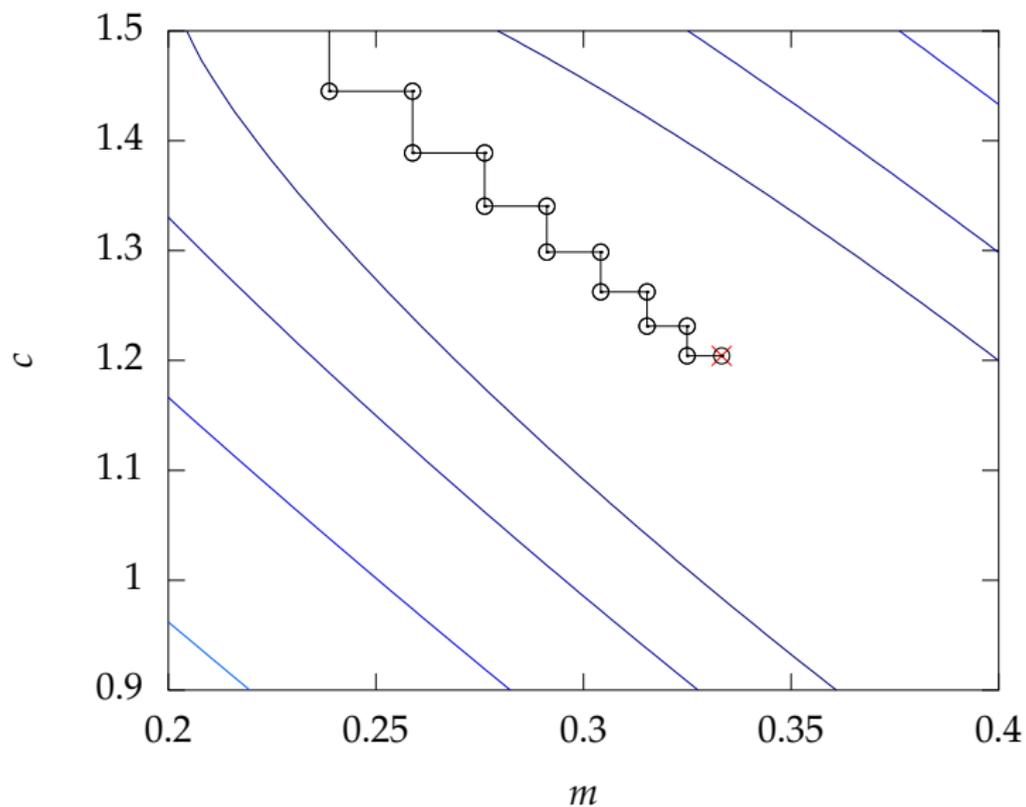
# Coordinate Descent

Iteration 7



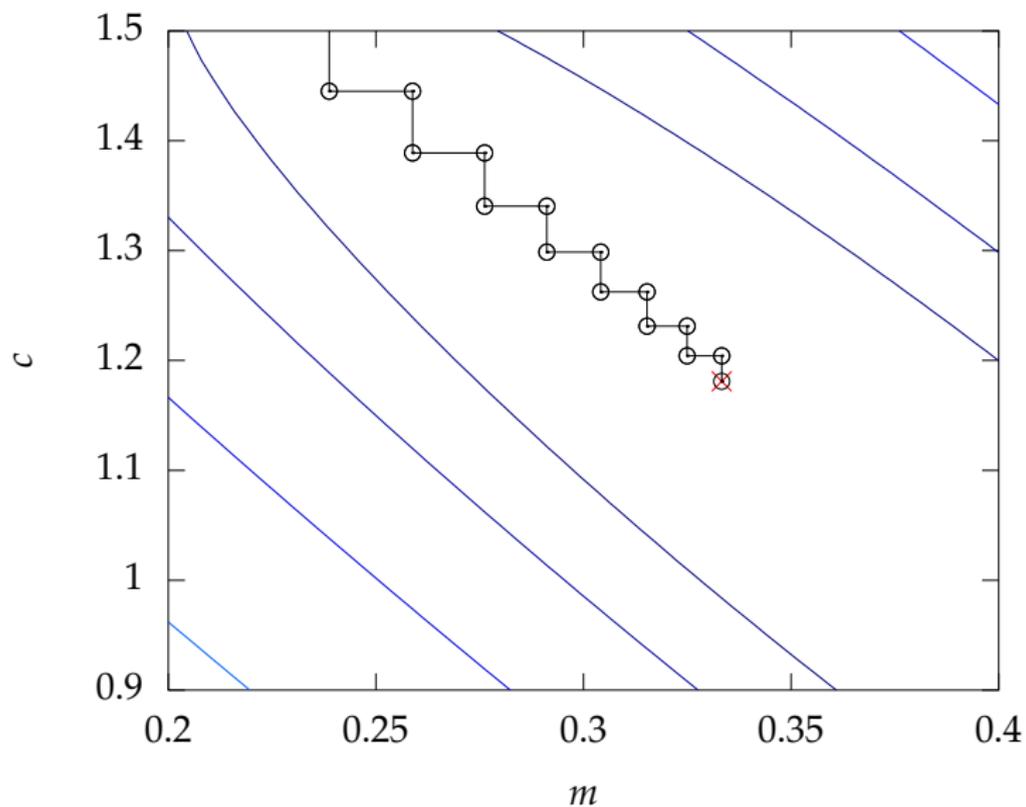
# Coordinate Descent

Iteration 8



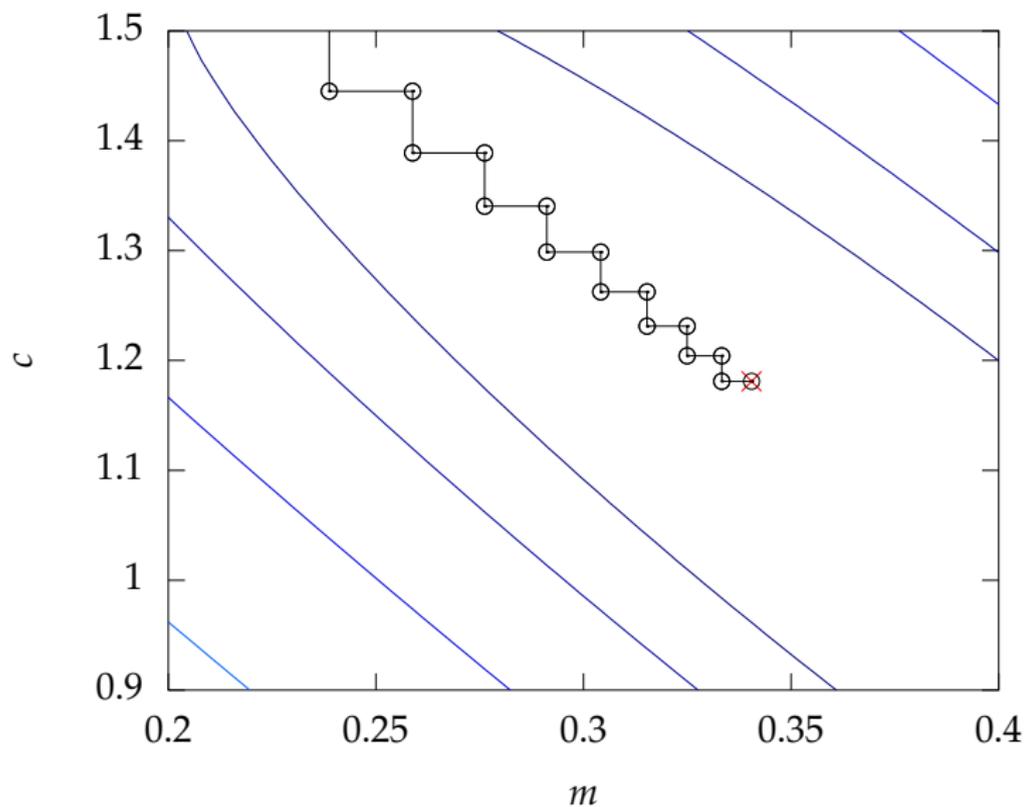
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Iteration 8



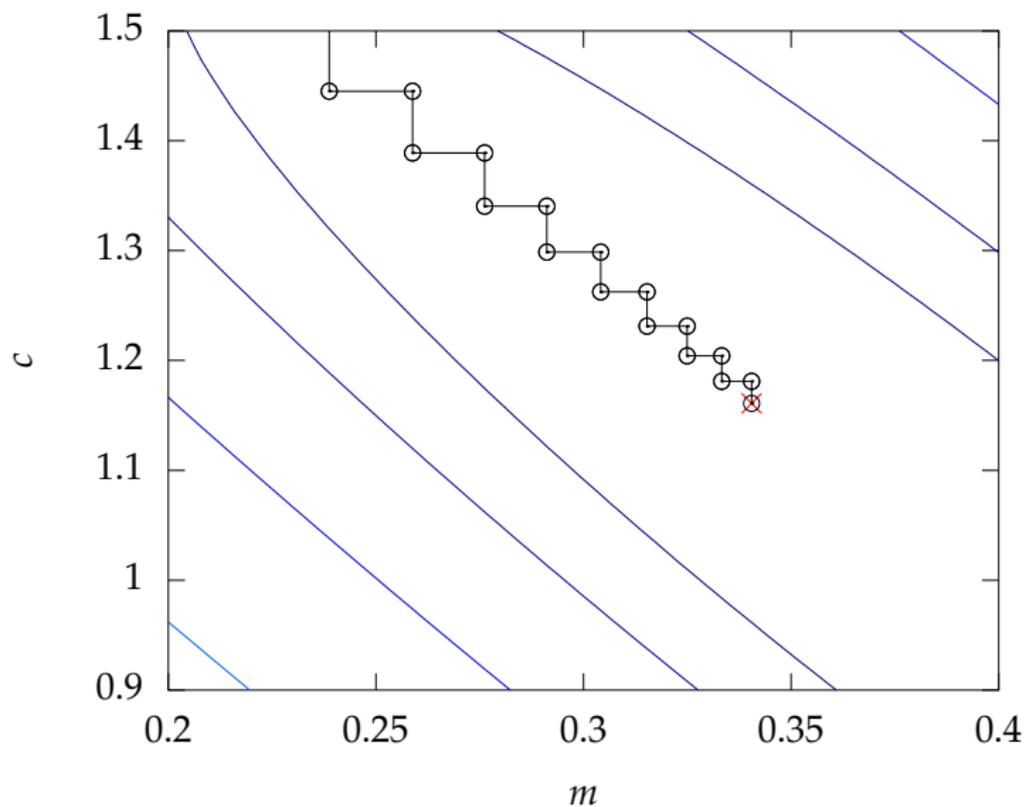
# Coordinate Descent

Iteration 9



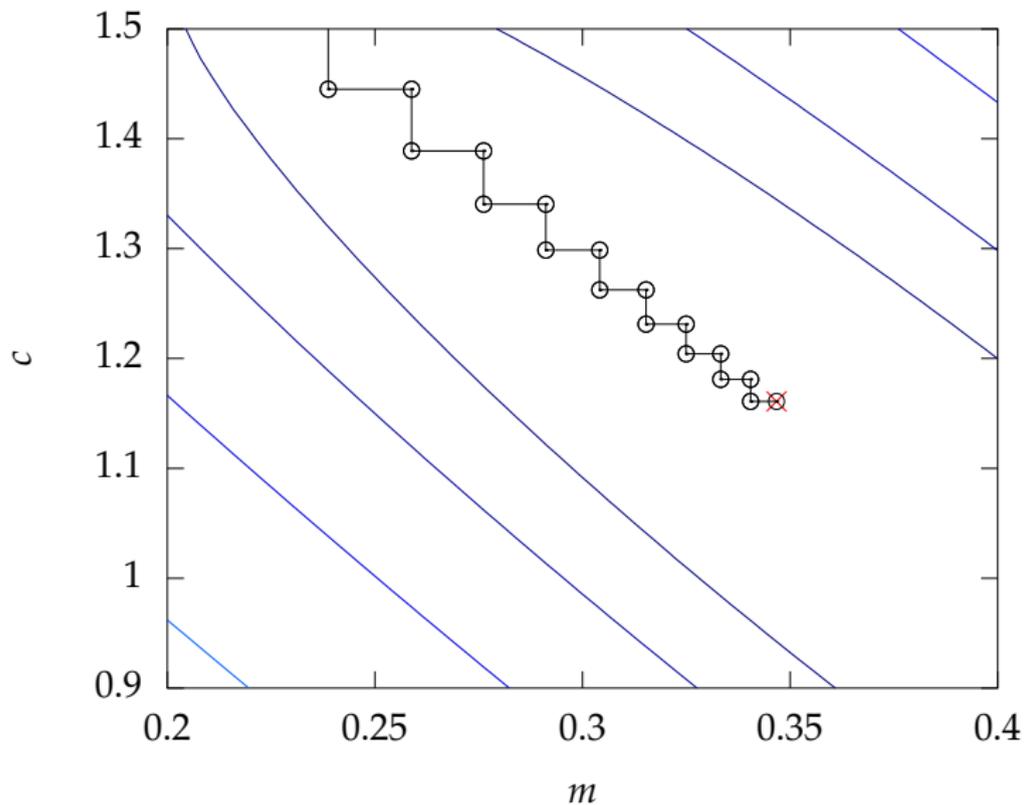
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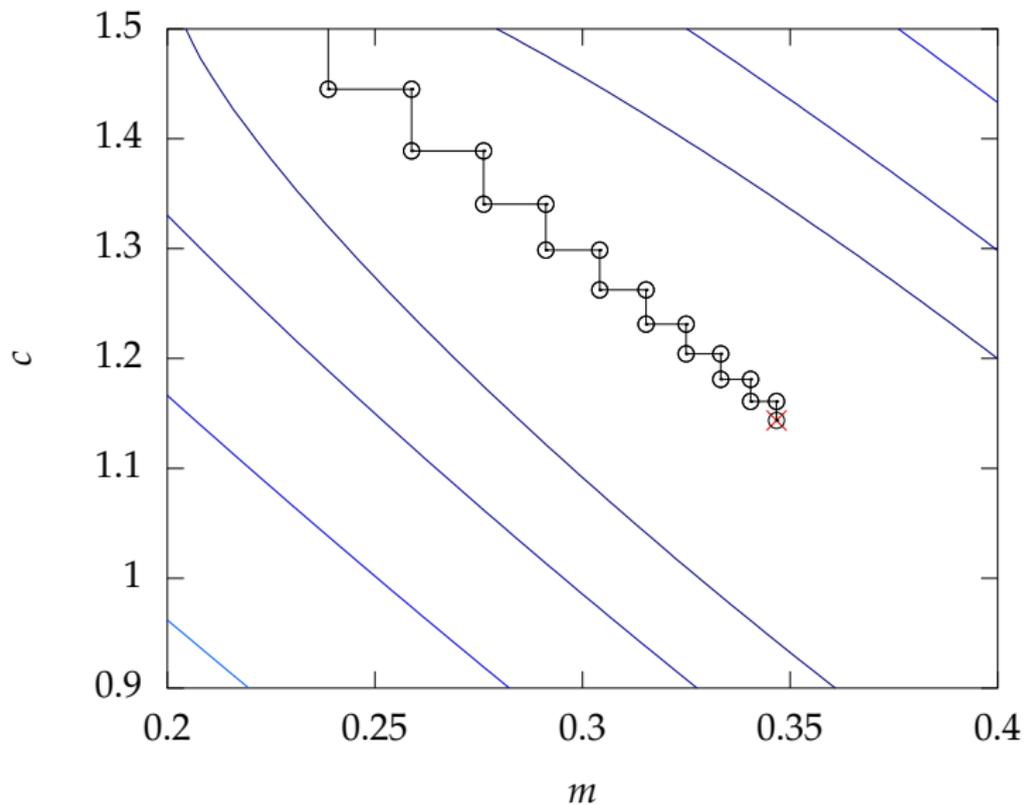
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Iteration 10



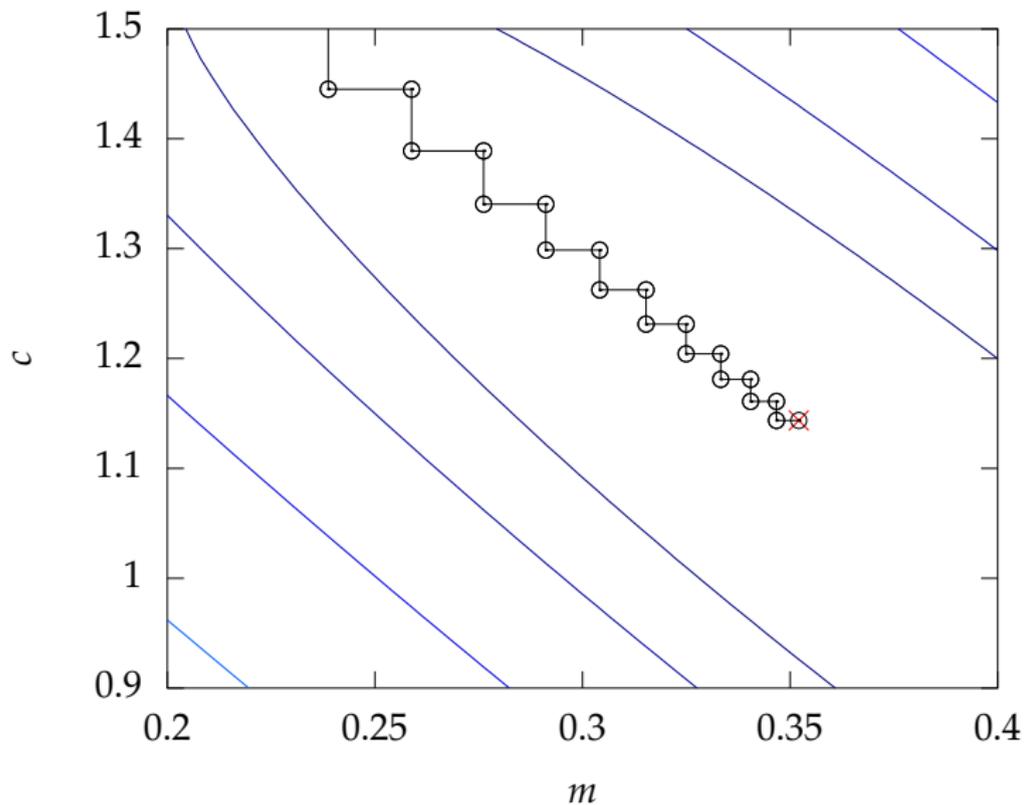
# Coordinate Descent

Iteration 10



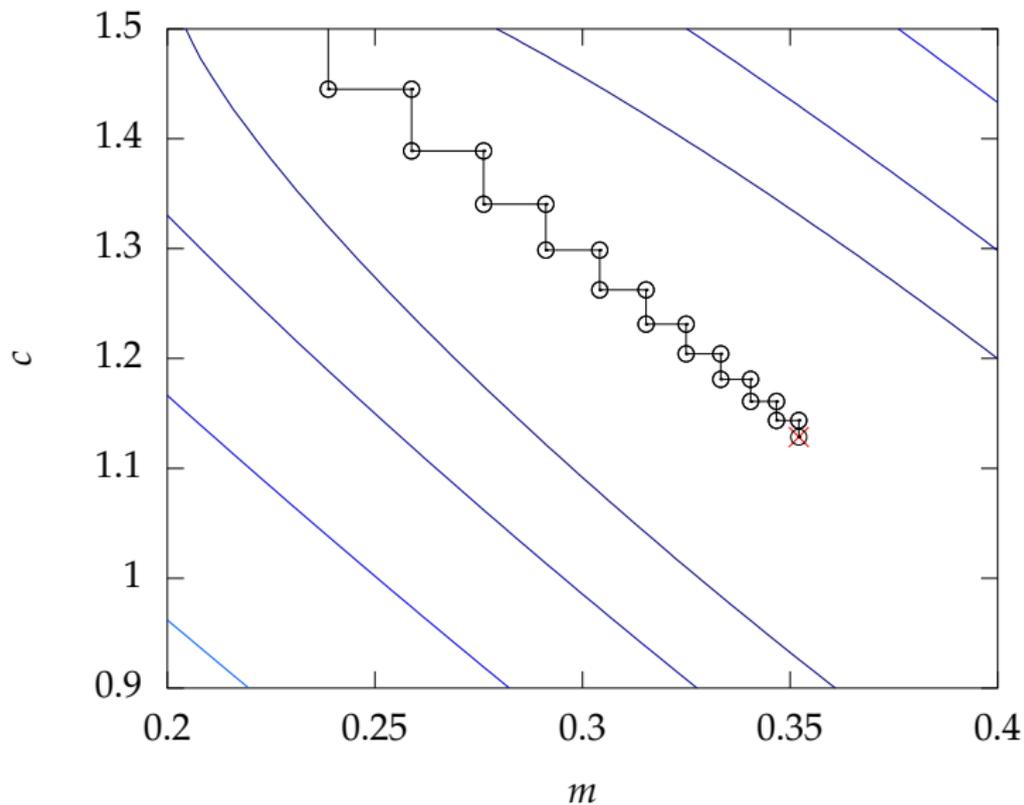
# Coordinate Descent

Iteration 10



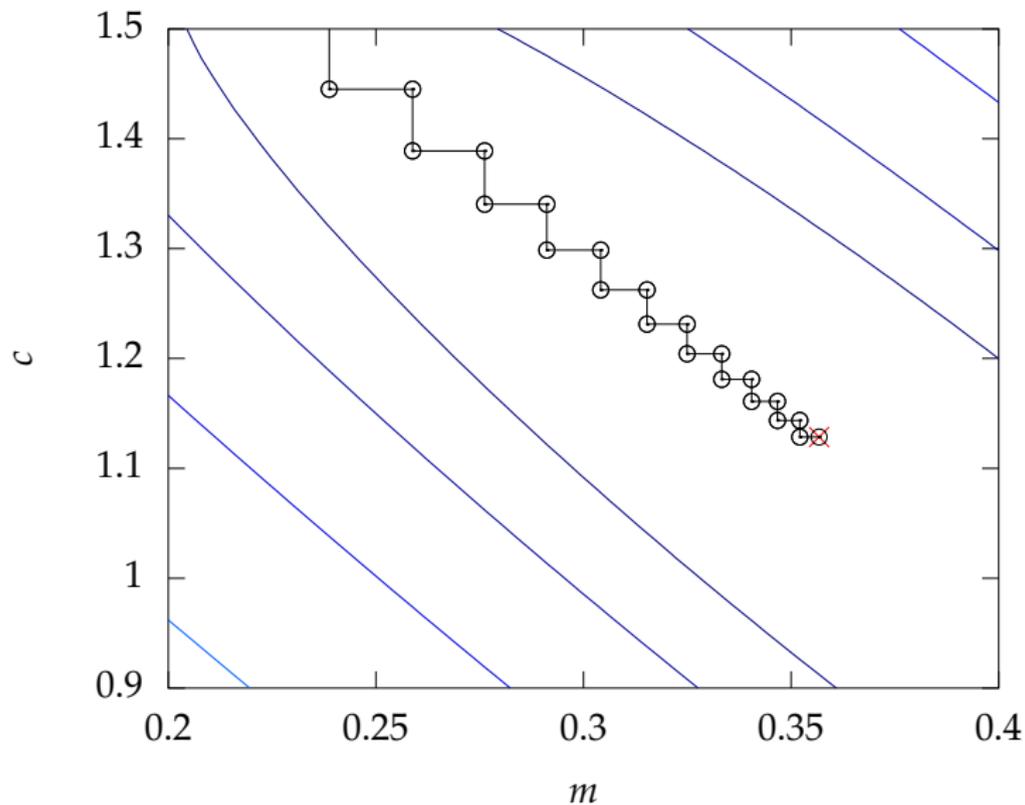
# Coordinate Descent

Iteration 10



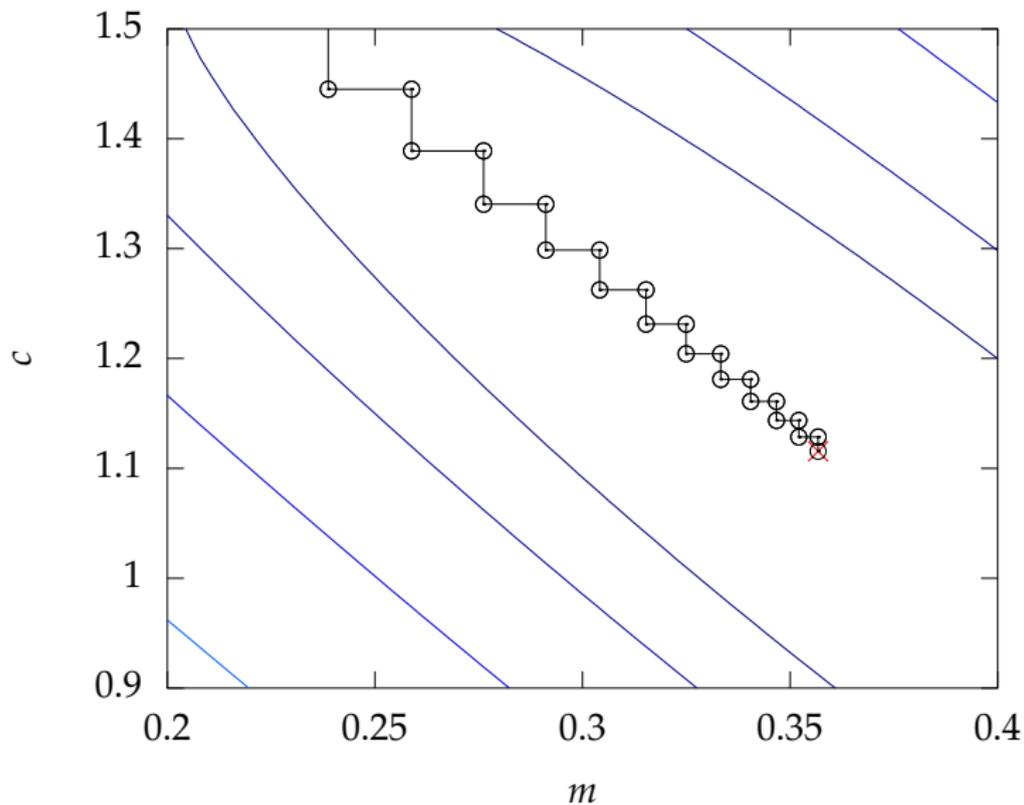
# Coordinate Descent

Iteration 10



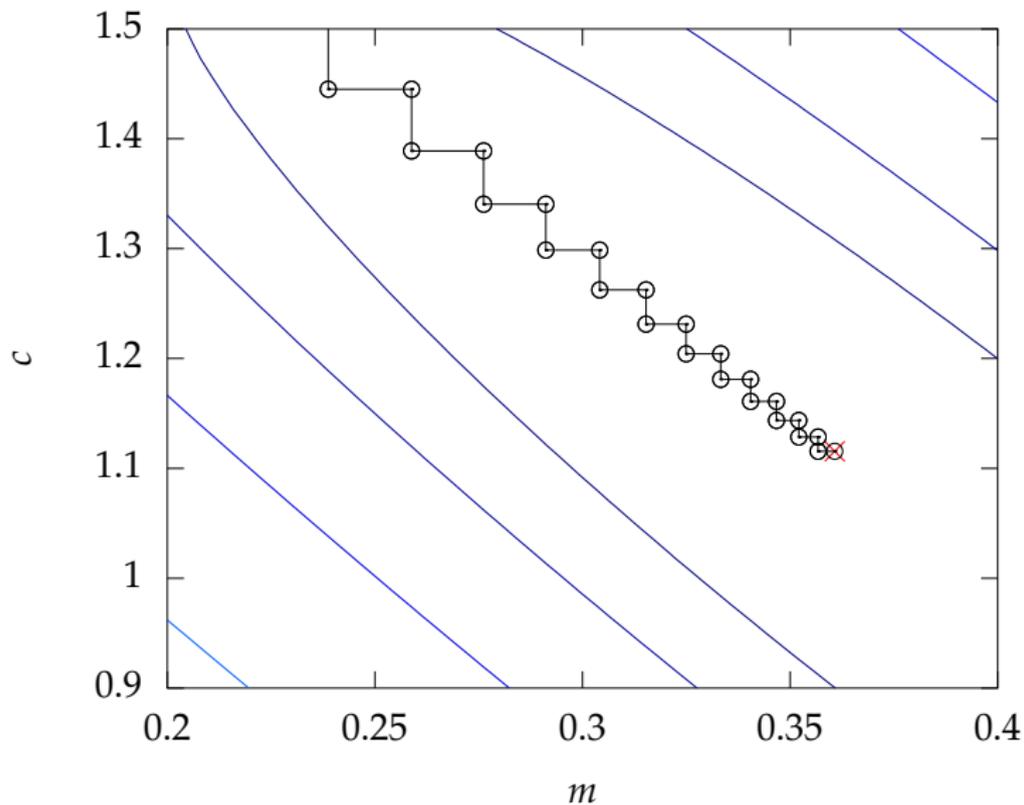
# Coordinate Descent

Iteration 10



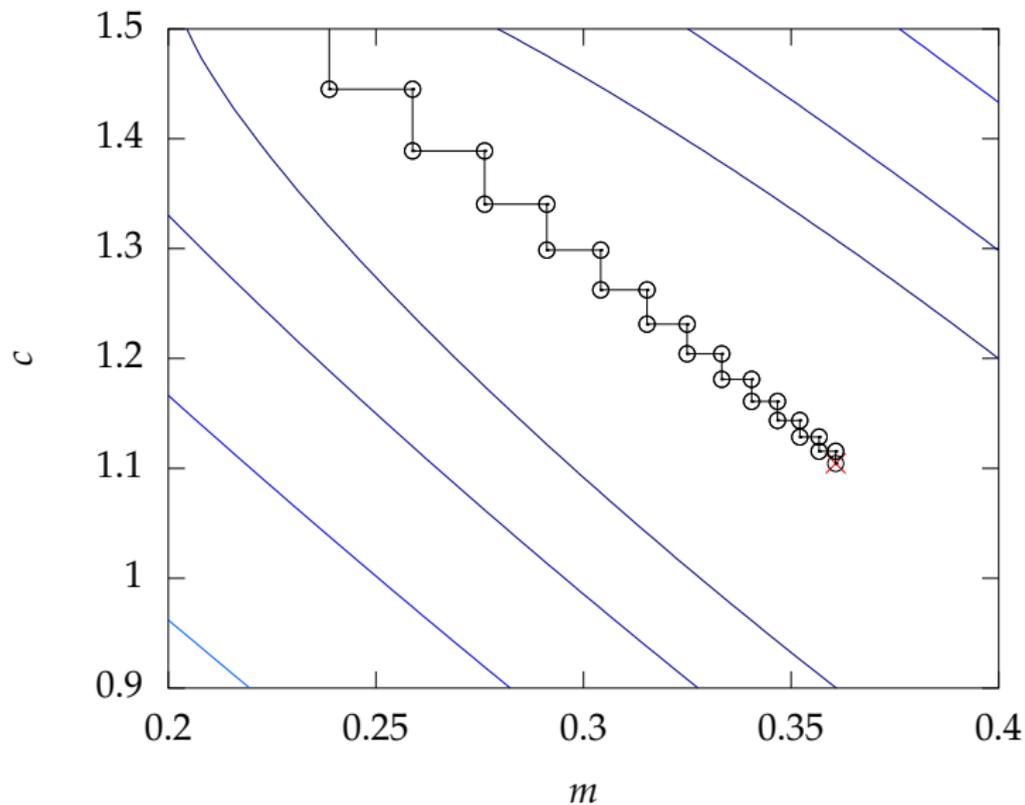
# Coordinate Descent

Iteration 10



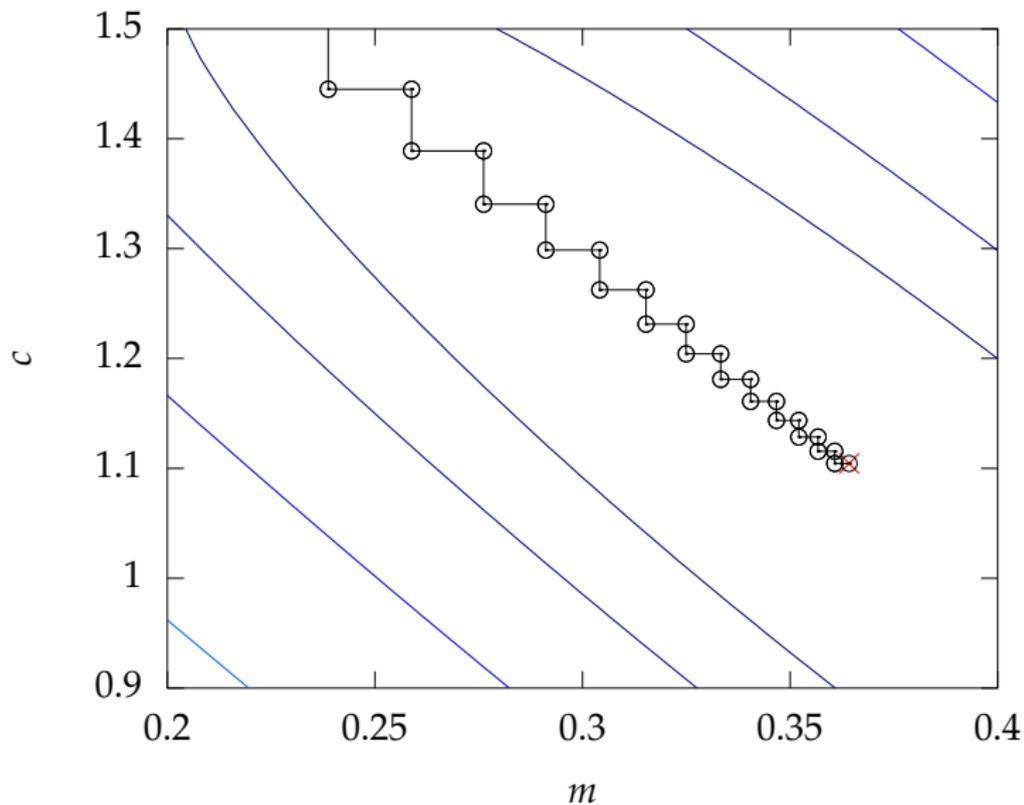
# Coordinate Descent

Iteration 10



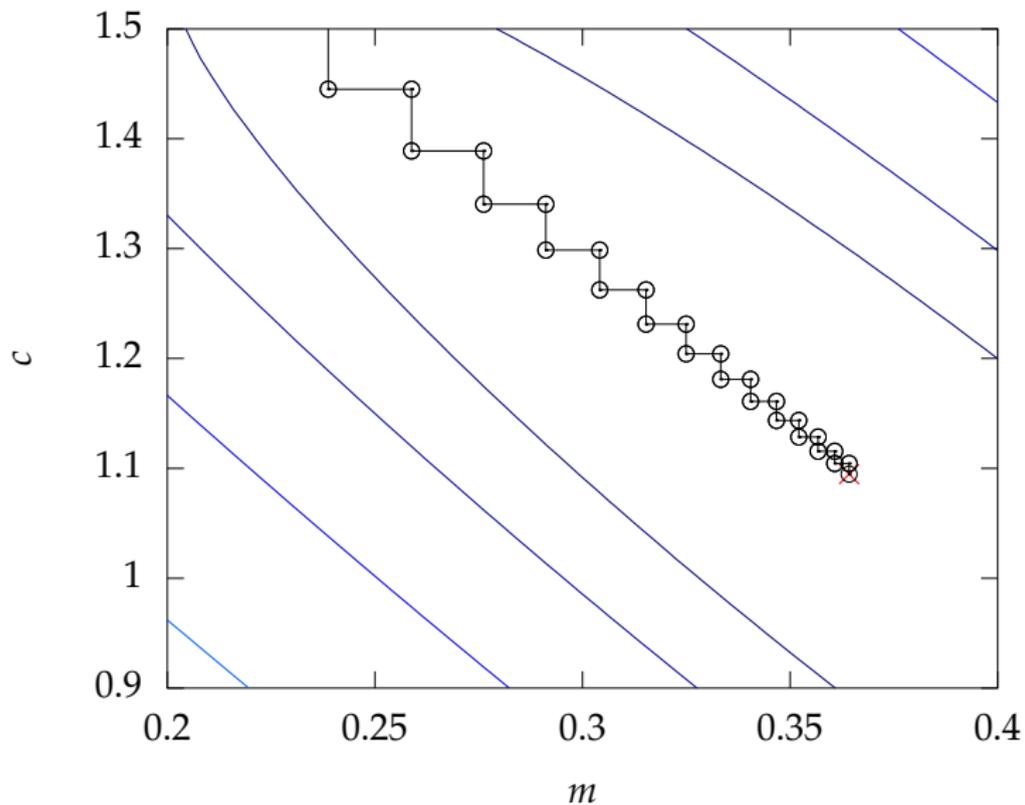
# Coordinate Descent

Iteration 10



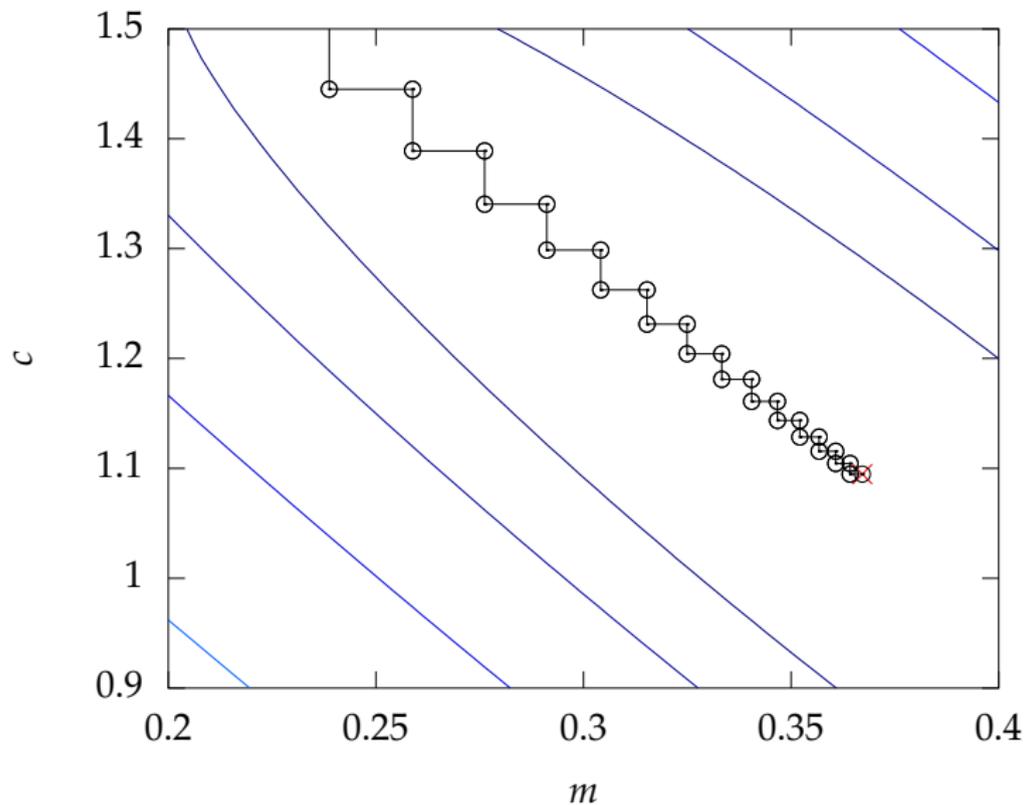
# Coordinate Descent

Iteration 10



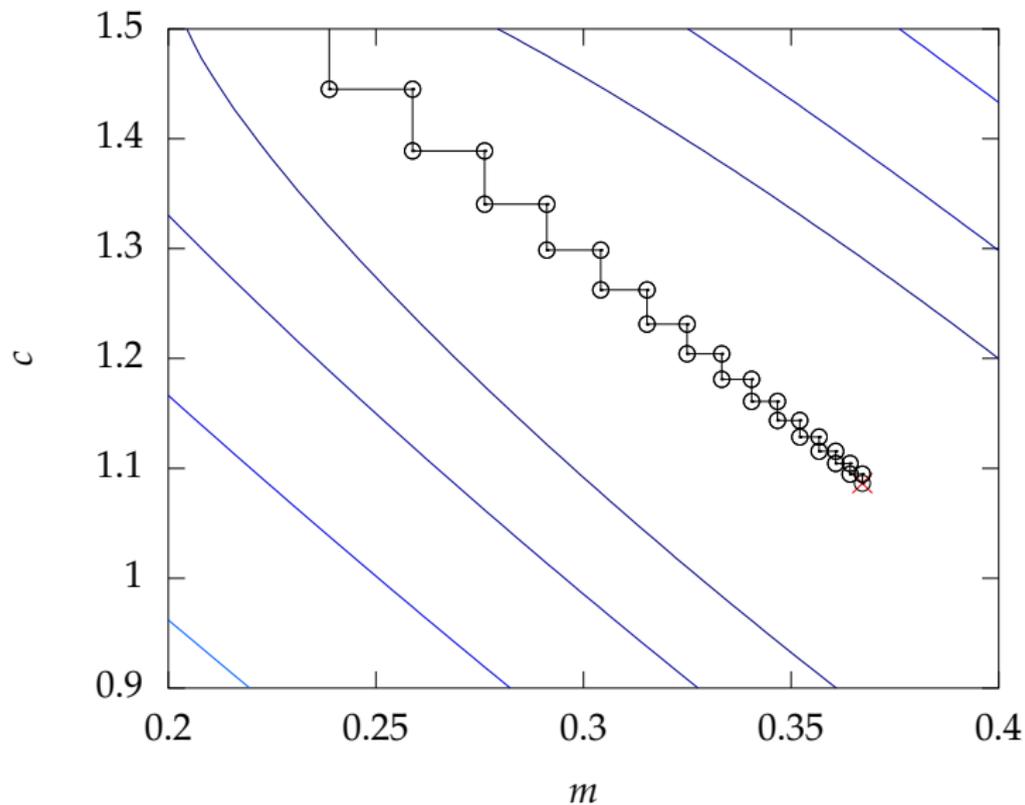
# Coordinate Descent

Iteration 10



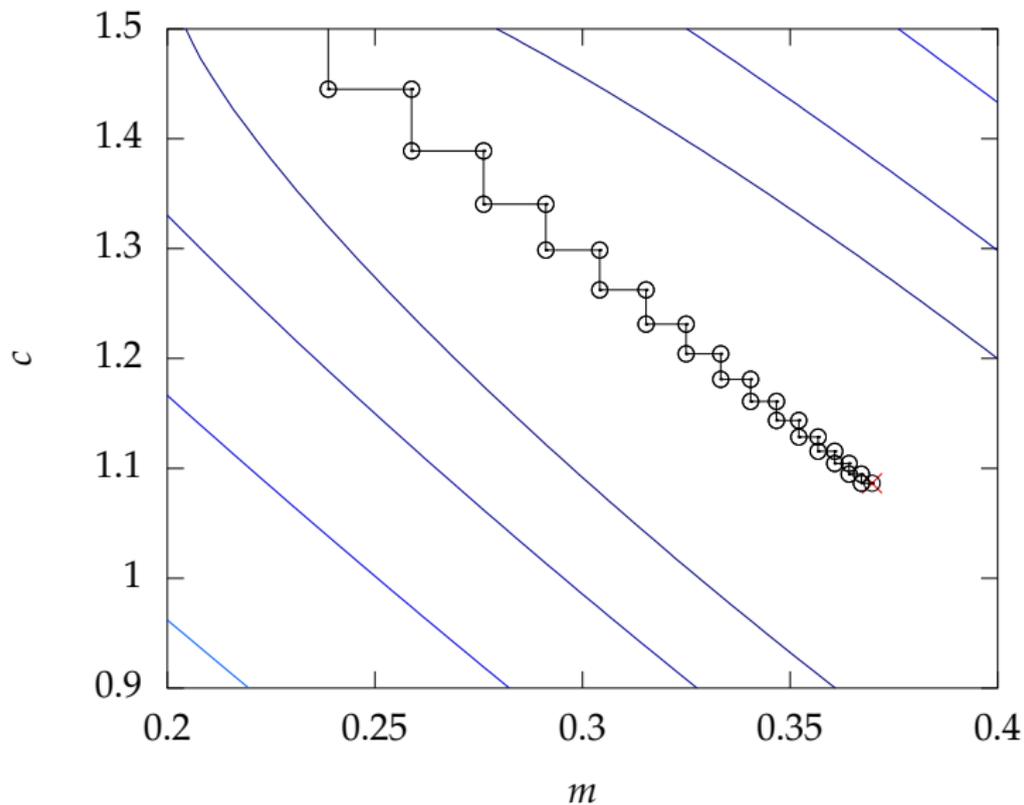
# Coordinate Descent

Iteration 10



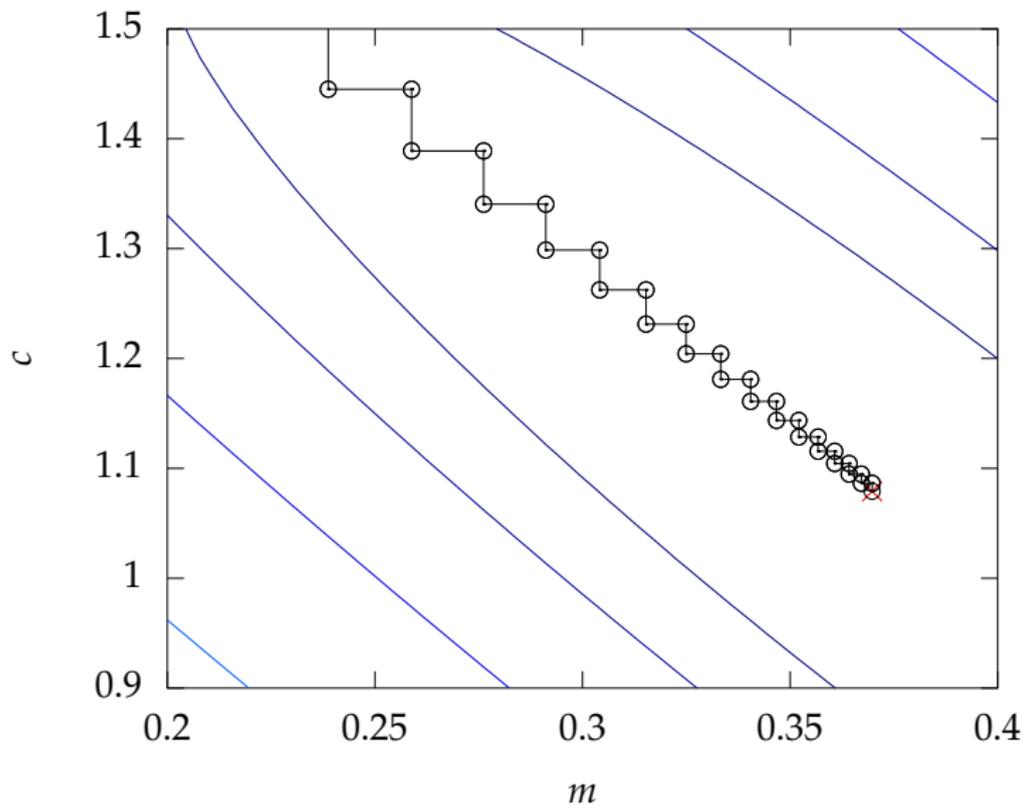
# Coordinate Descent

Iteration 10



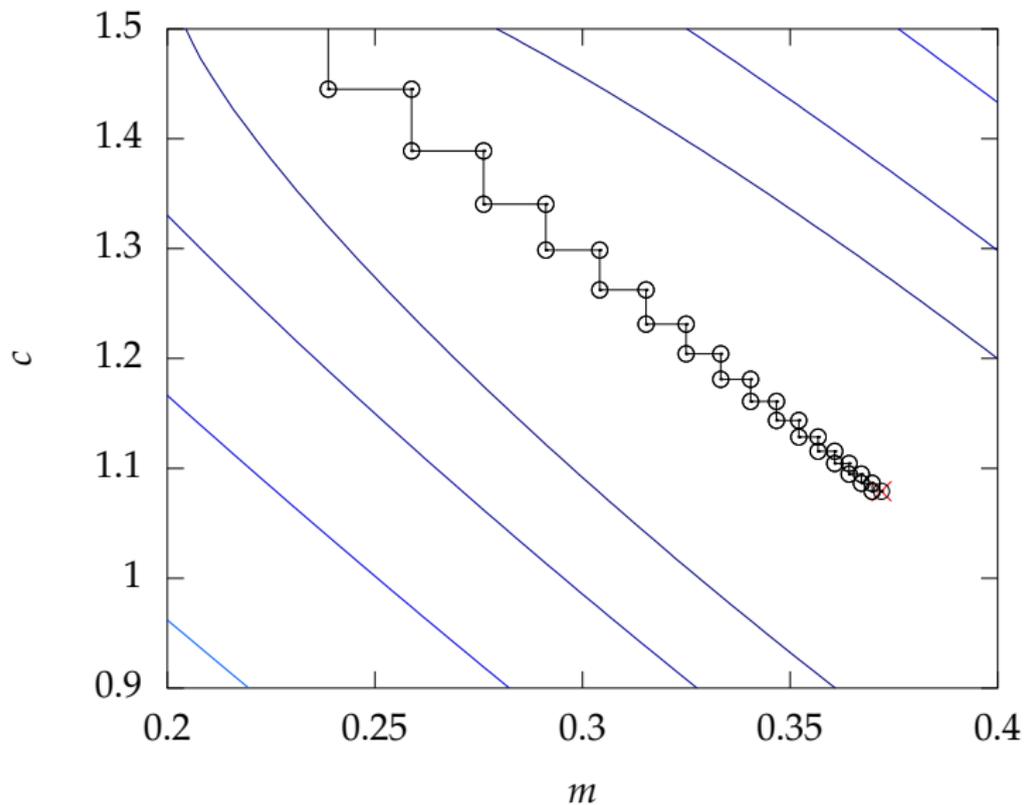
# Coordinate Descent

Iteration 10



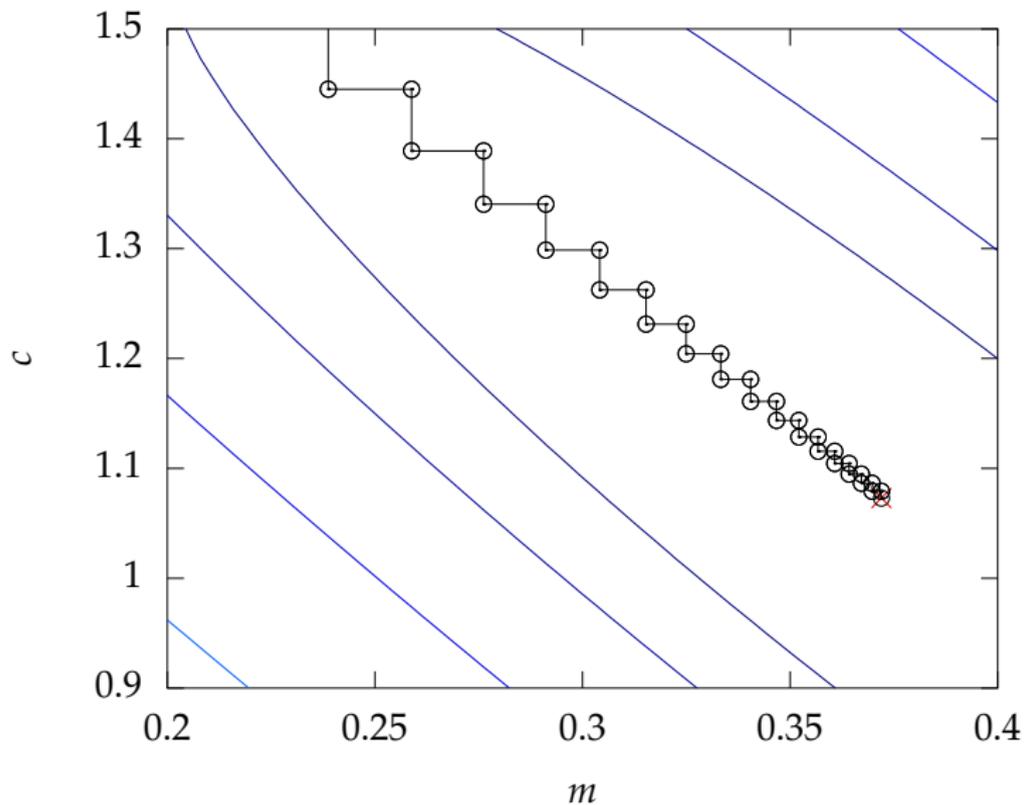
# Coordinate Descent

Iteration 10



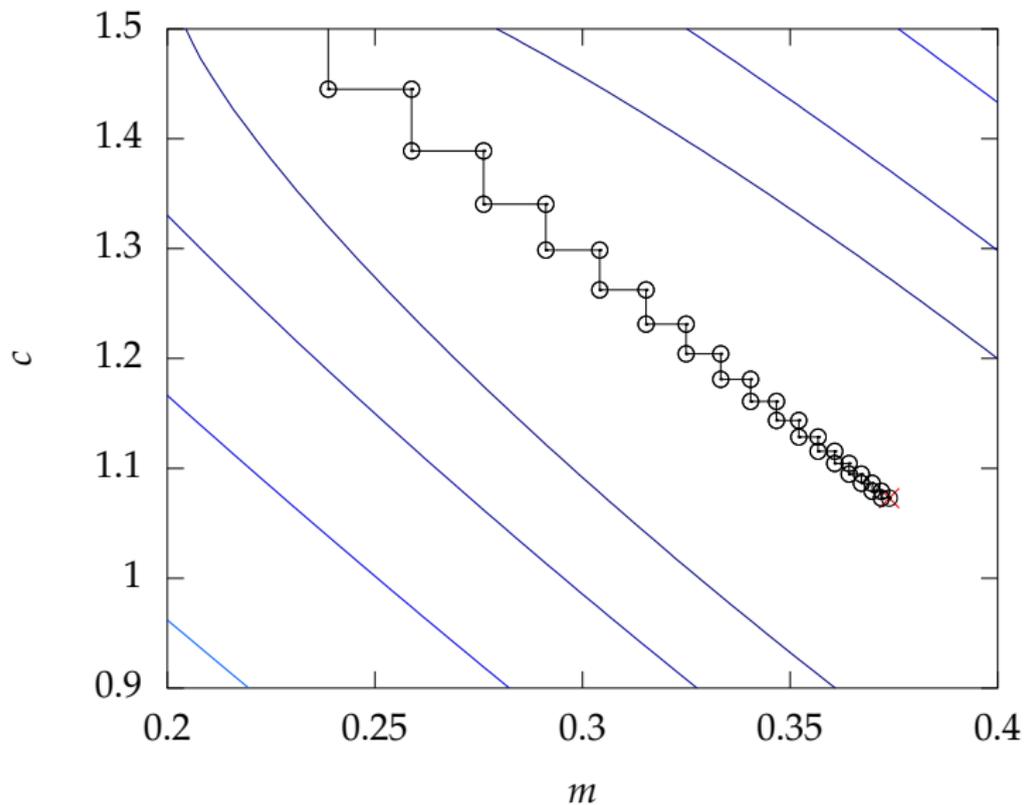
# Coordinate Descent

Iteration 10



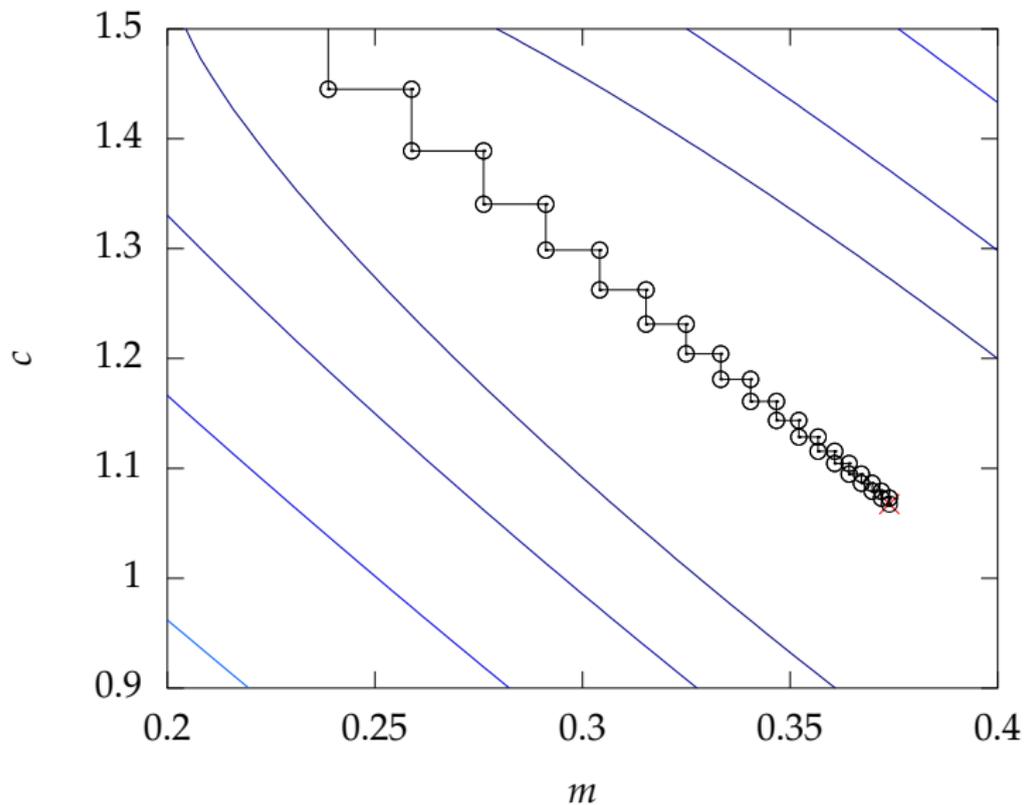
# Coordinate Descent

Iteration 10



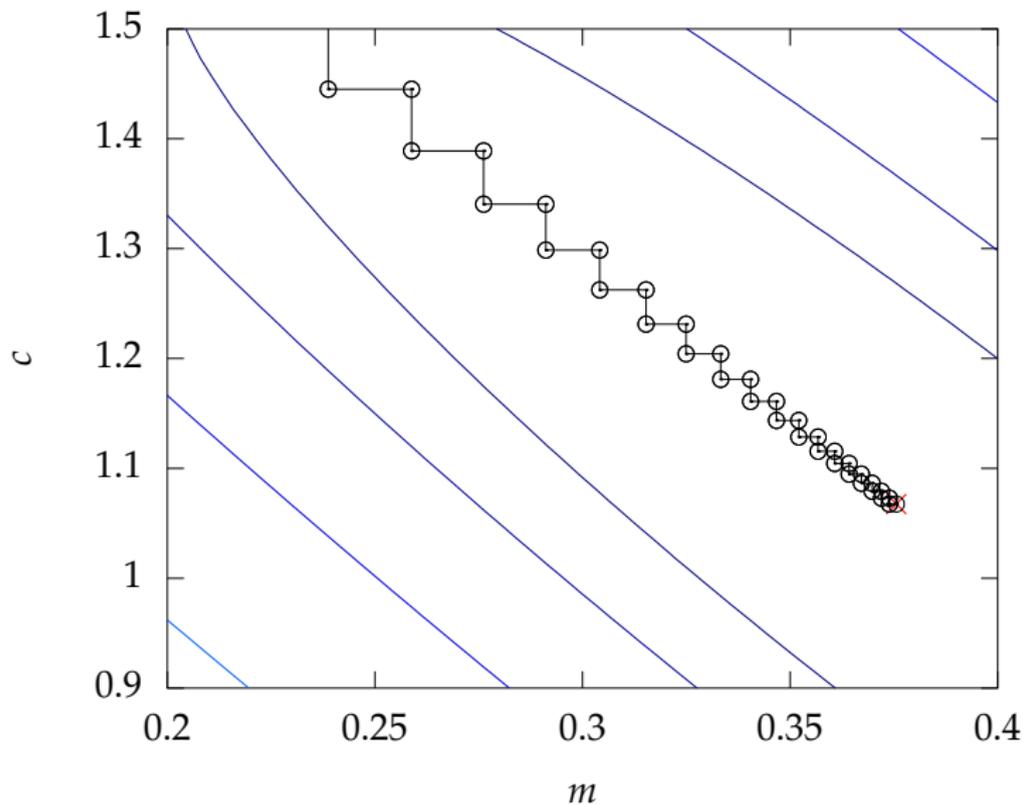
# Coordinate Descent

Iteration 10



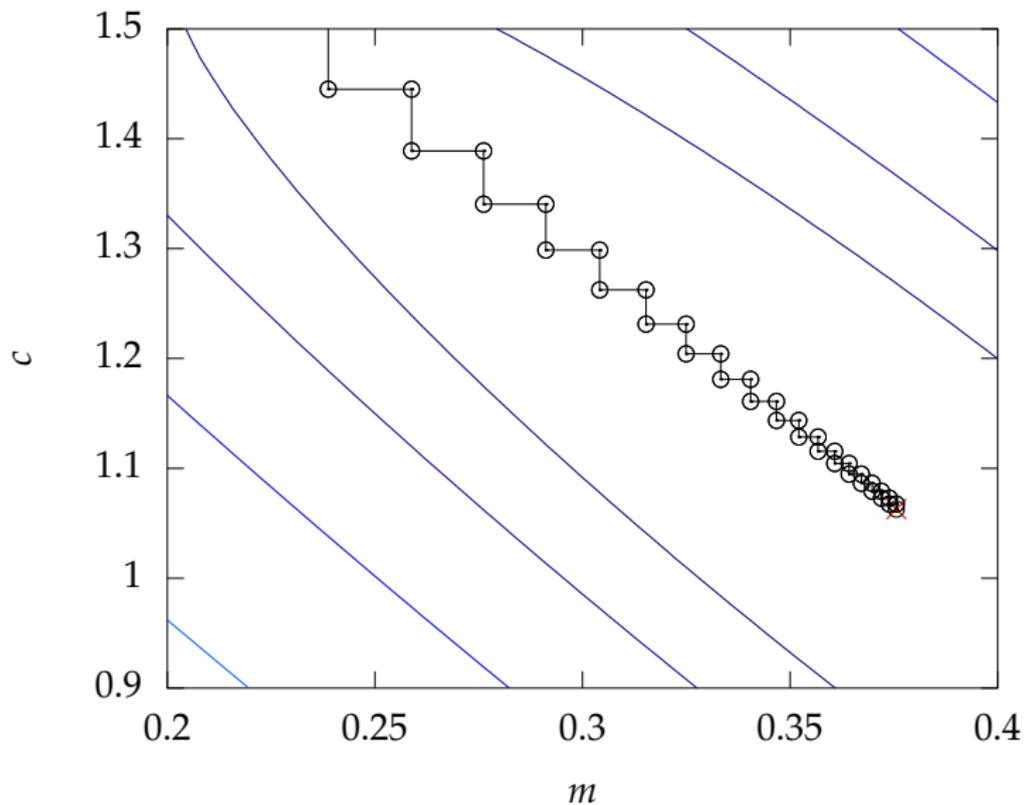
# Coordinate Descent

Iteration 10



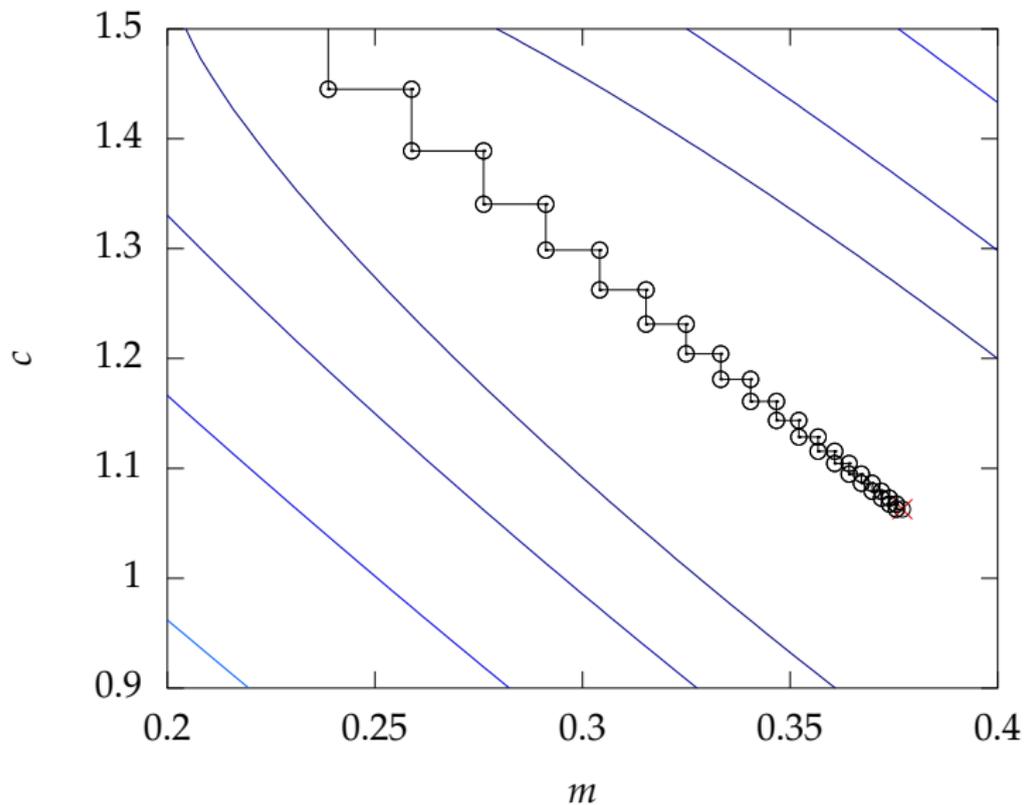
# Coordinate Descent

Iteration 10



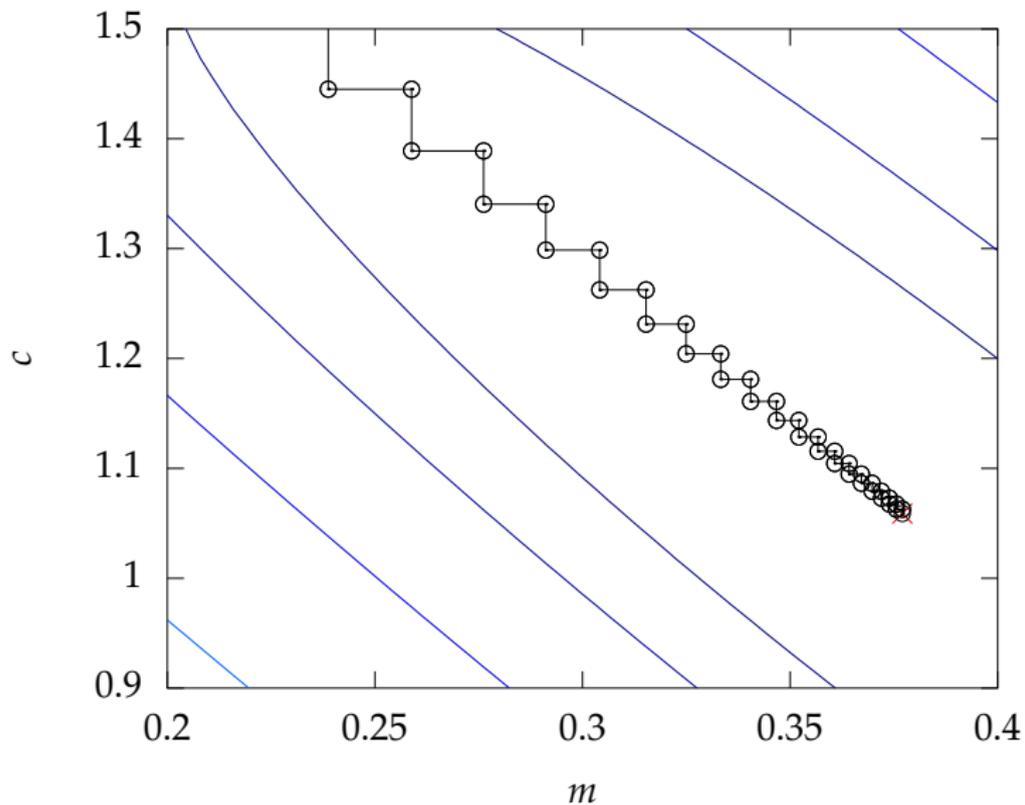
# Coordinate Descent

Iteration 20



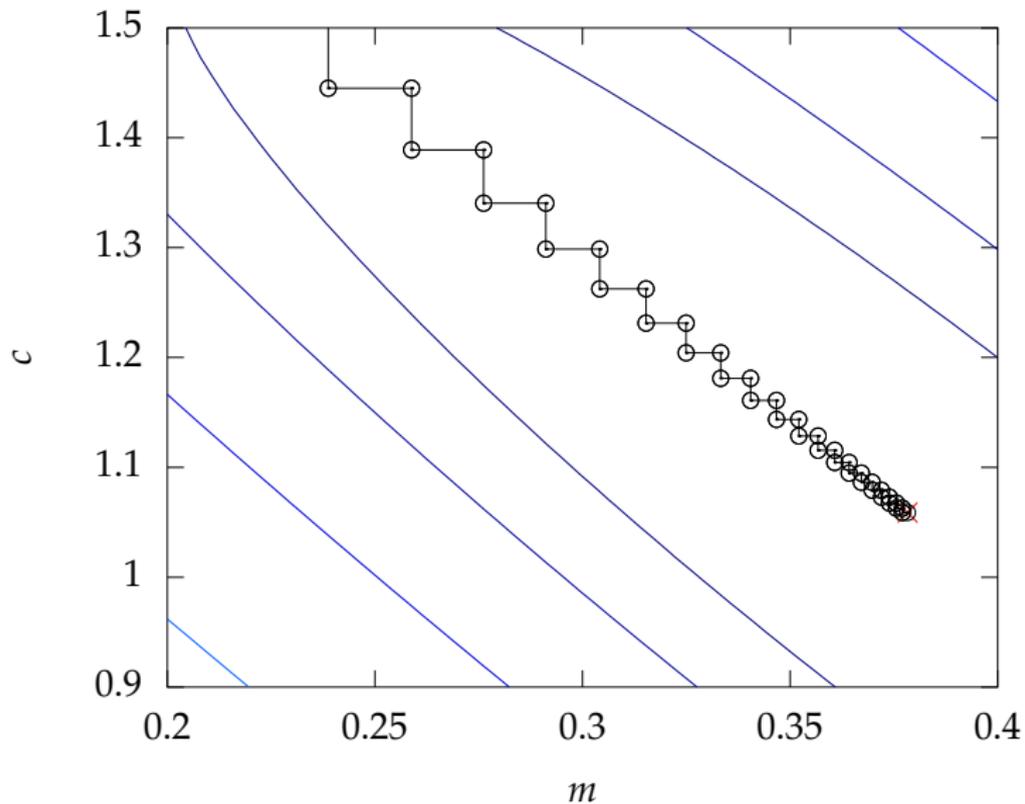
# Coordinate Descent

Iteration 20



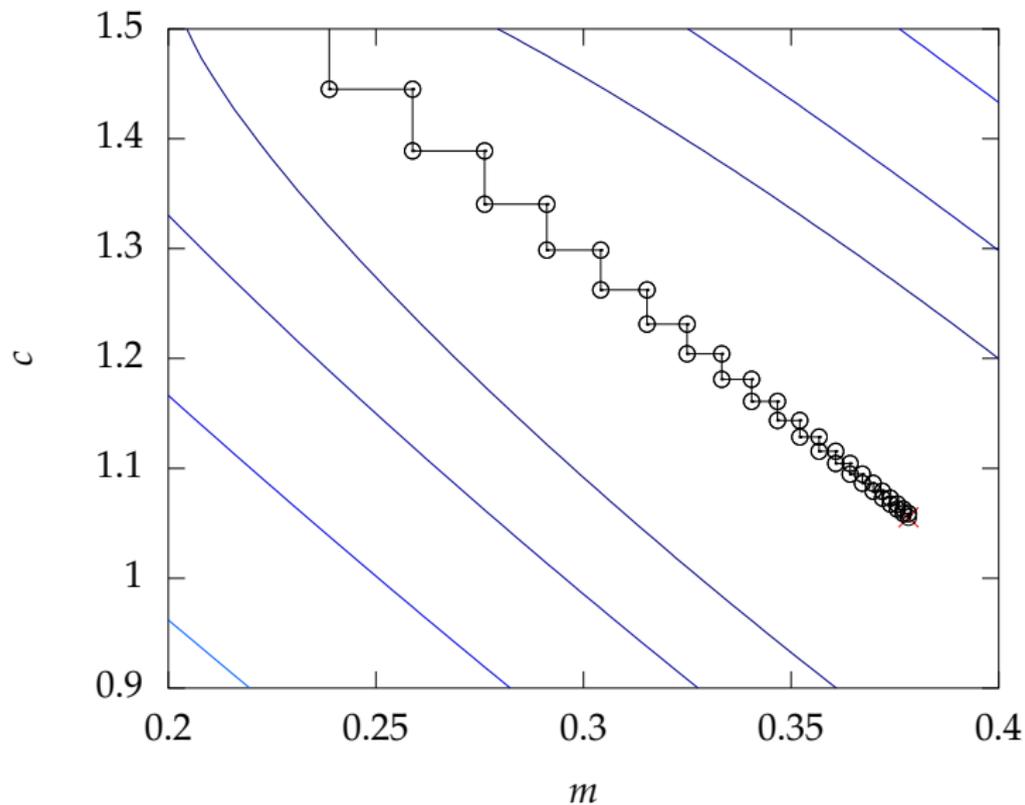
# Coordinate Descent

Iteration 20



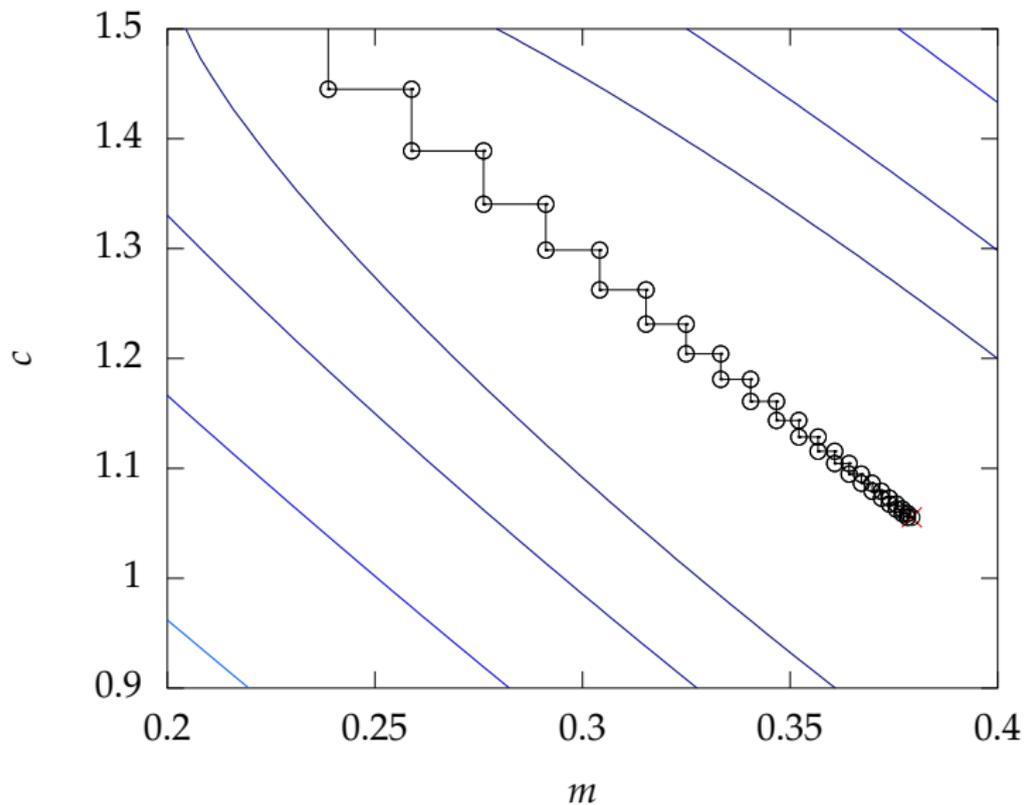
# Coordinate Descent

Iteration 20



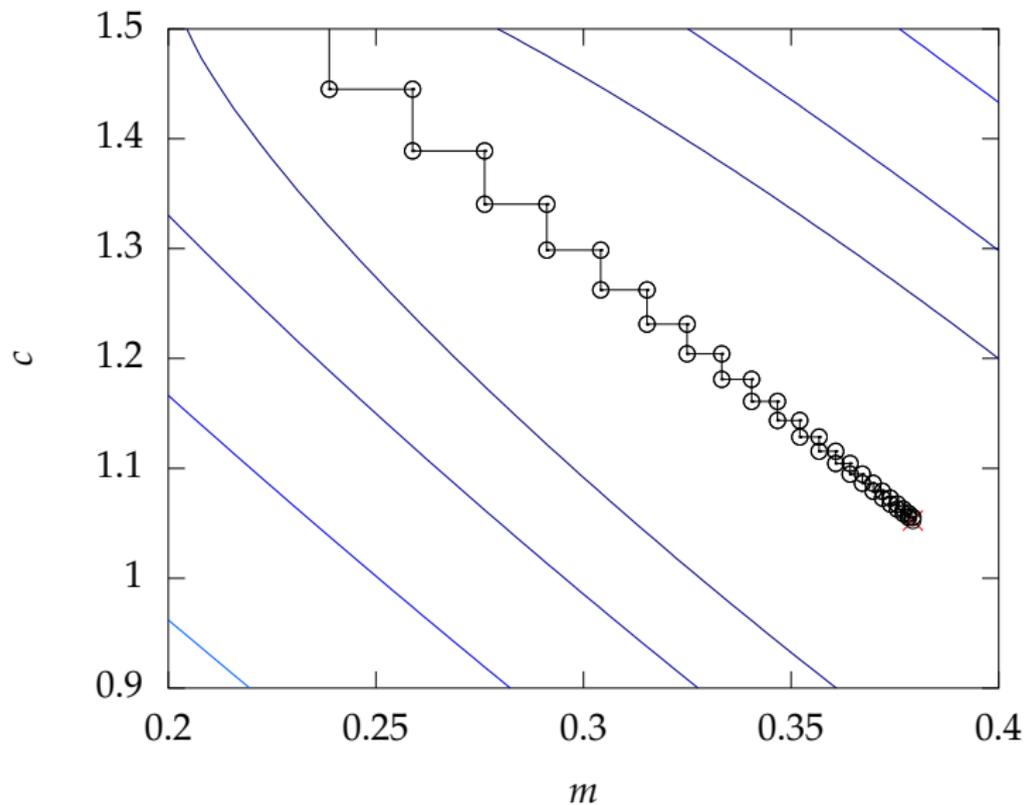
# Coordinate Descent

Iteration 20



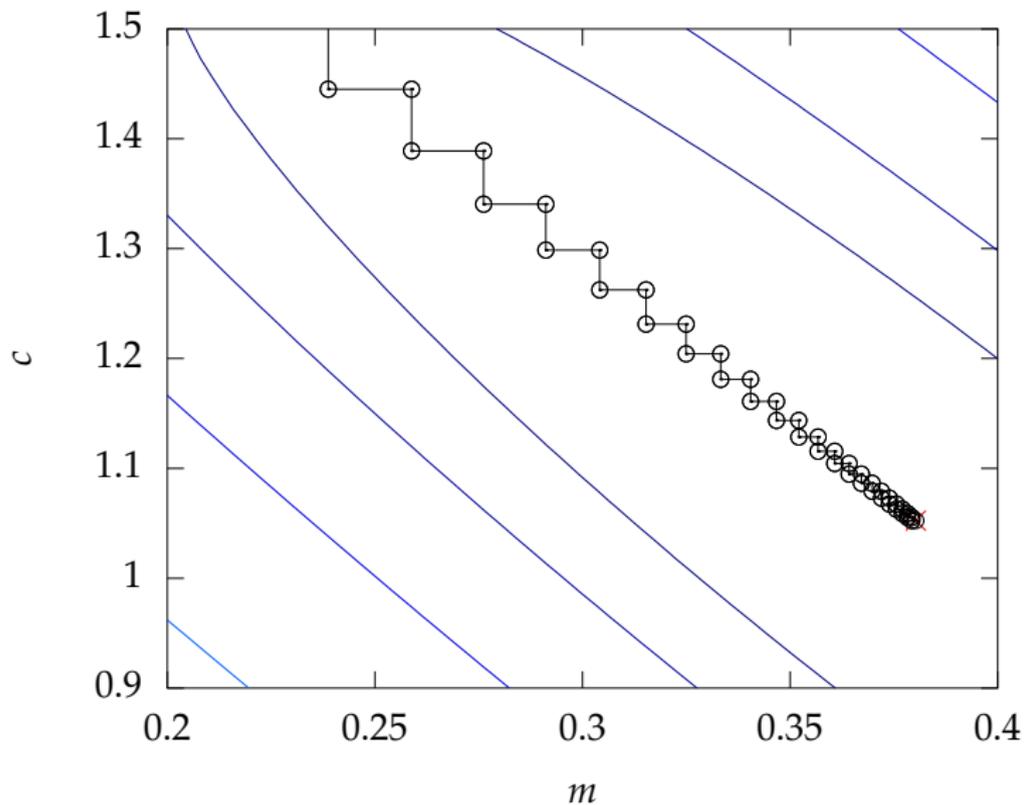
# Coordinate Descent

Iteration 20



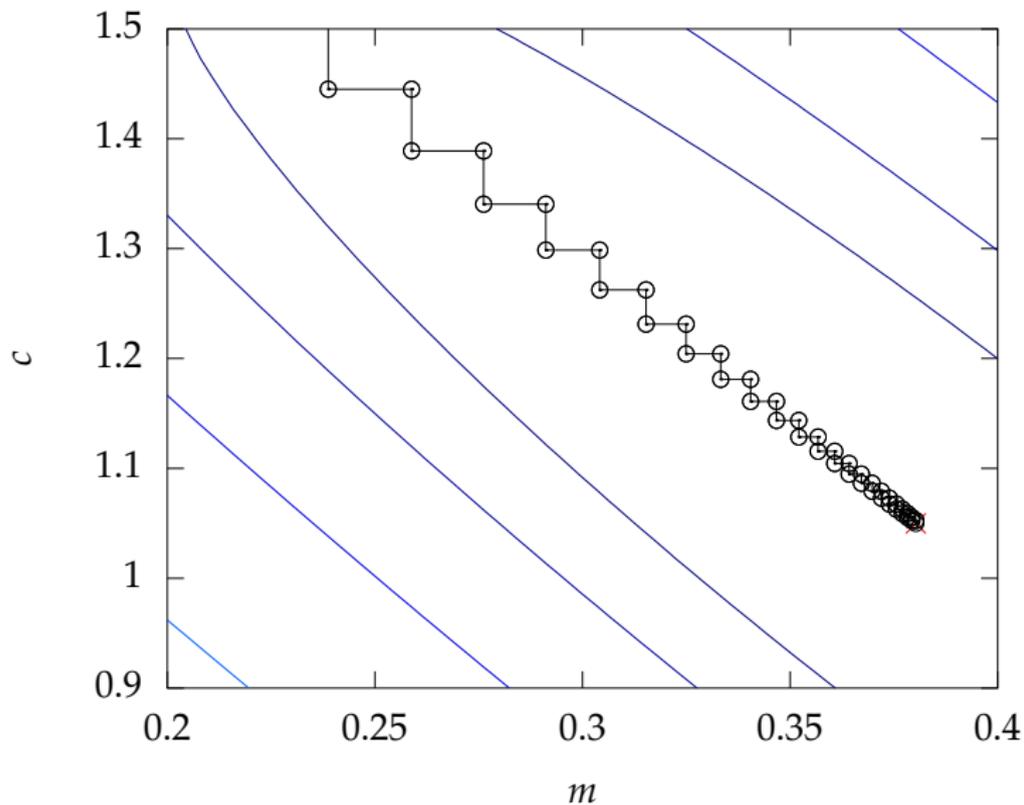
# Coordinate Descent

Iteration 20



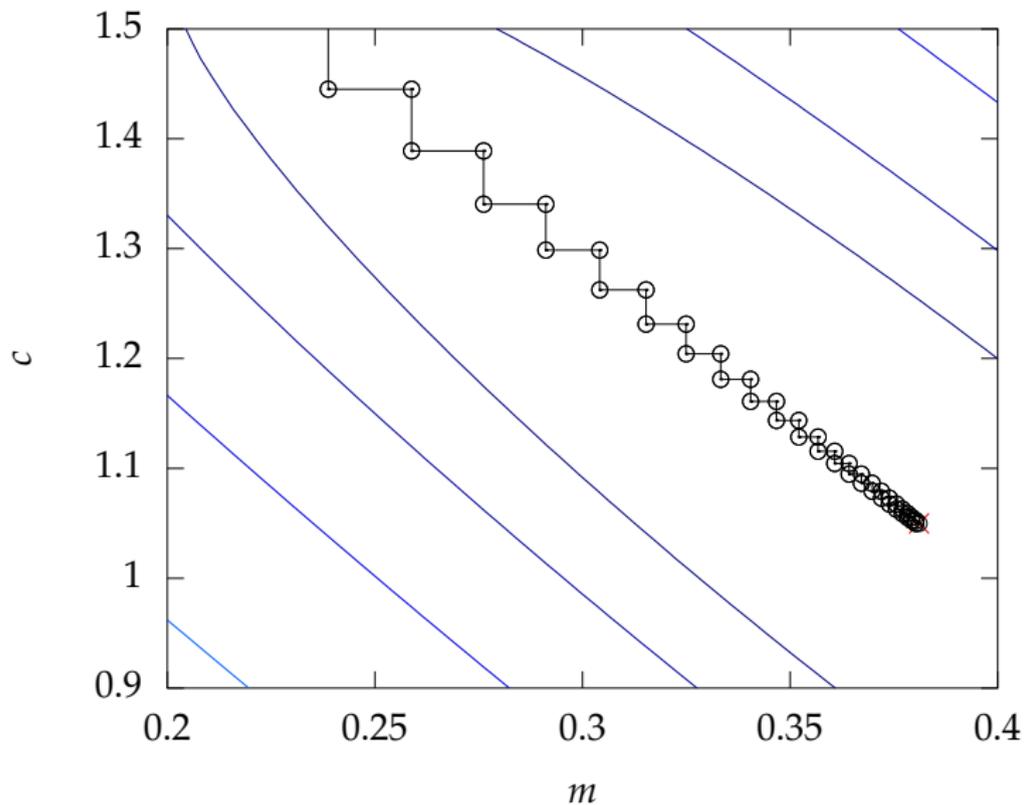
# Coordinate Descent

Iteration 20



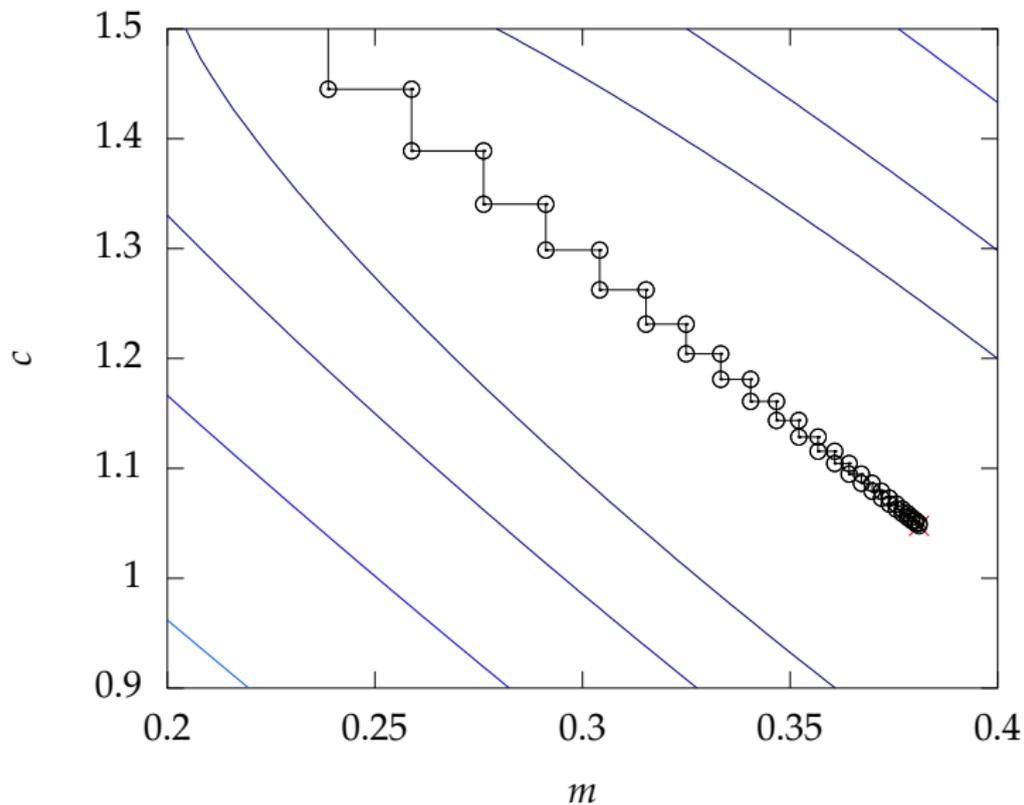
# Coordinate Descent

Iteration 20



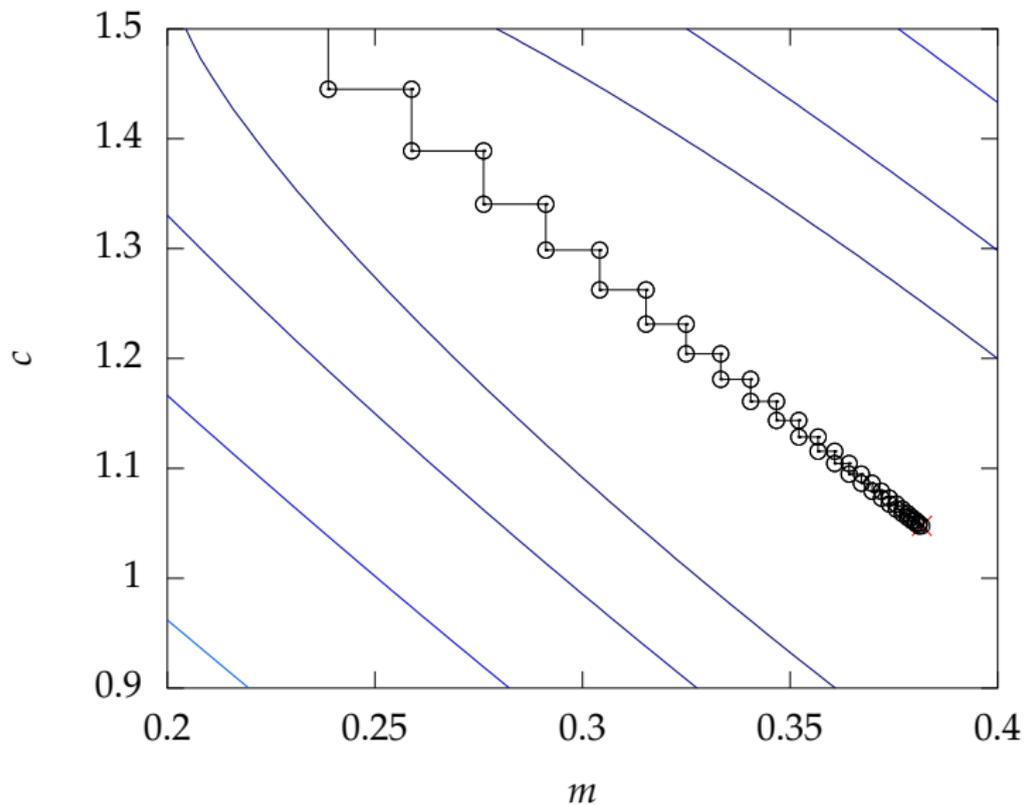
# Coordinate Descent

Iteration 20



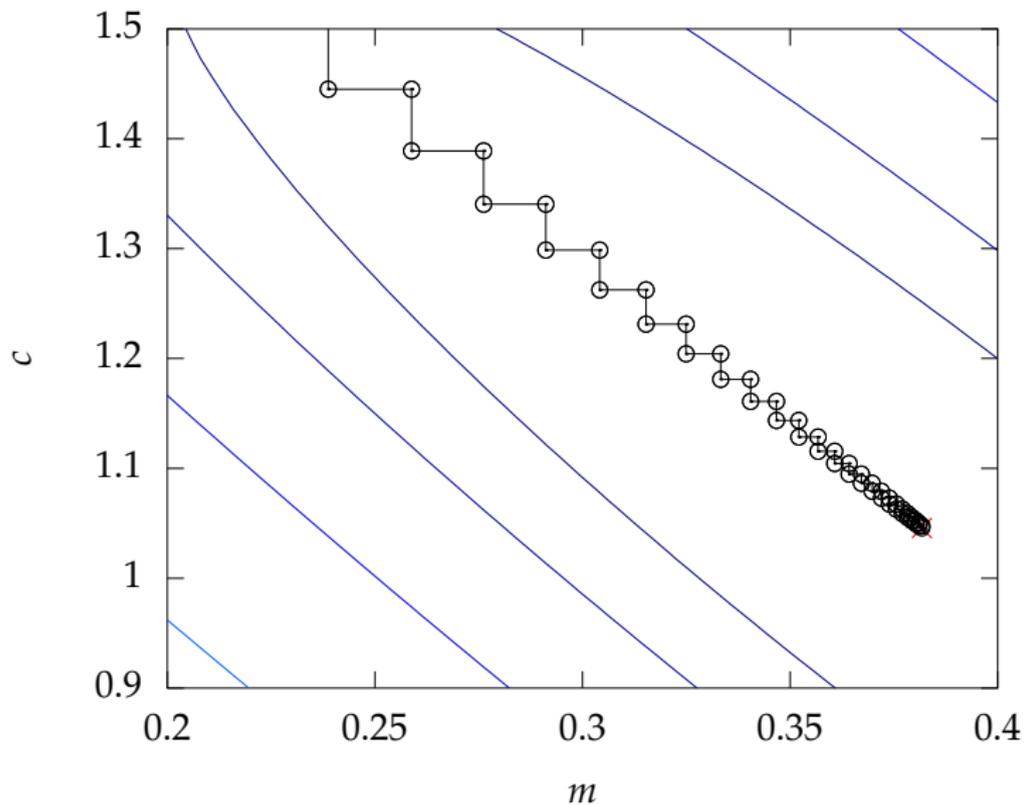
# Coordinate Descent

Iteration 20



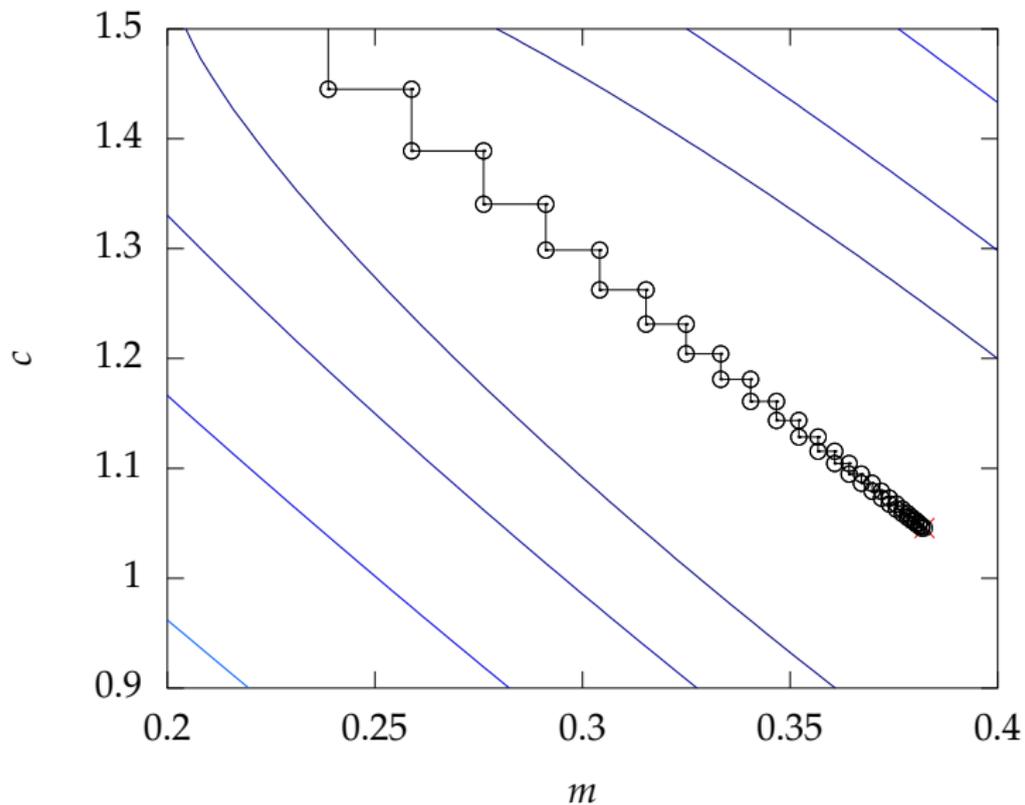
# Coordinate Descent

Iteration 20



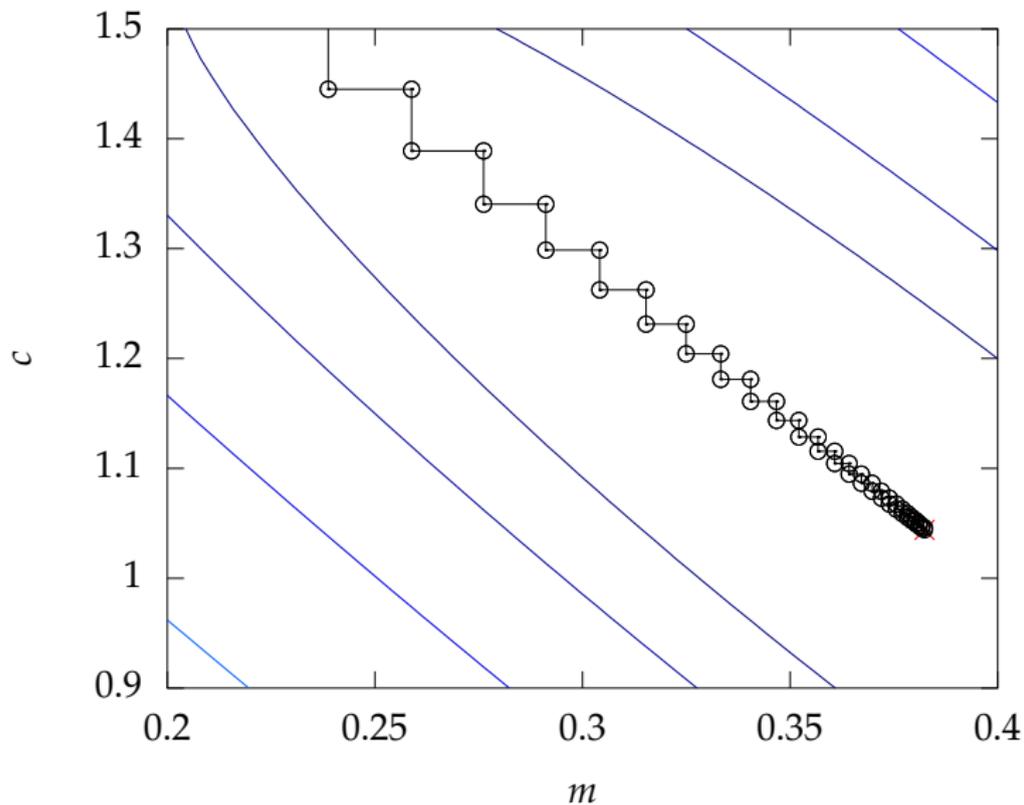
# Coordinate Descent

Iteration 20



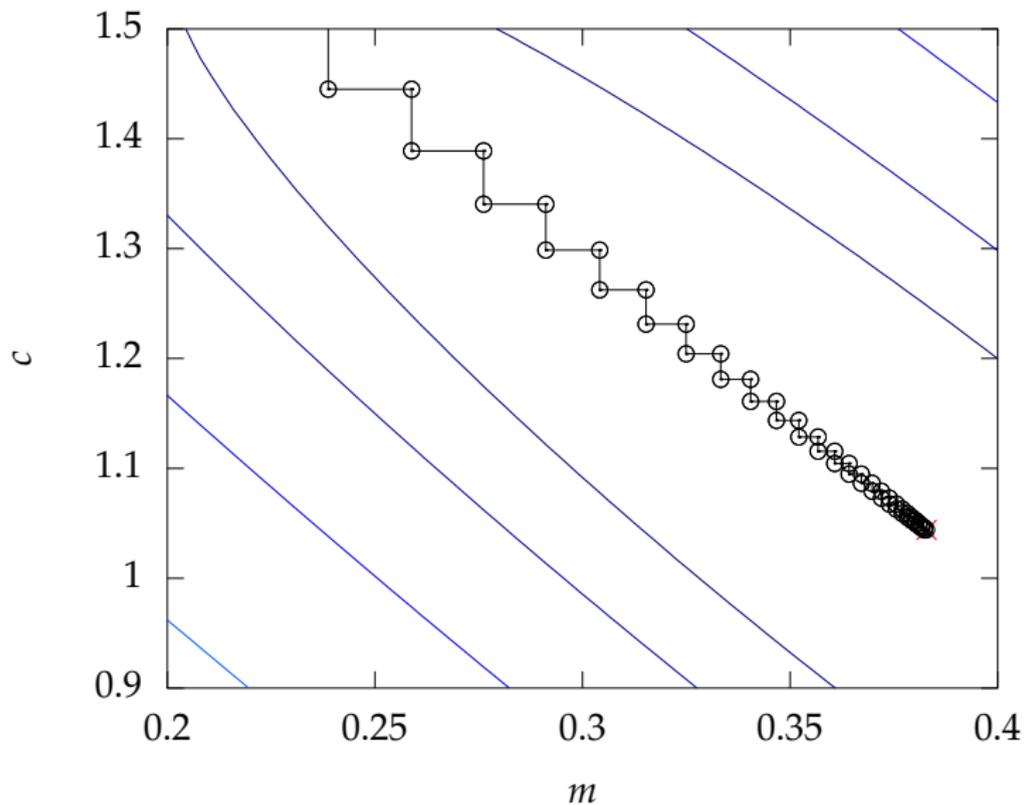
# Coordinate Descent

Iteration 20



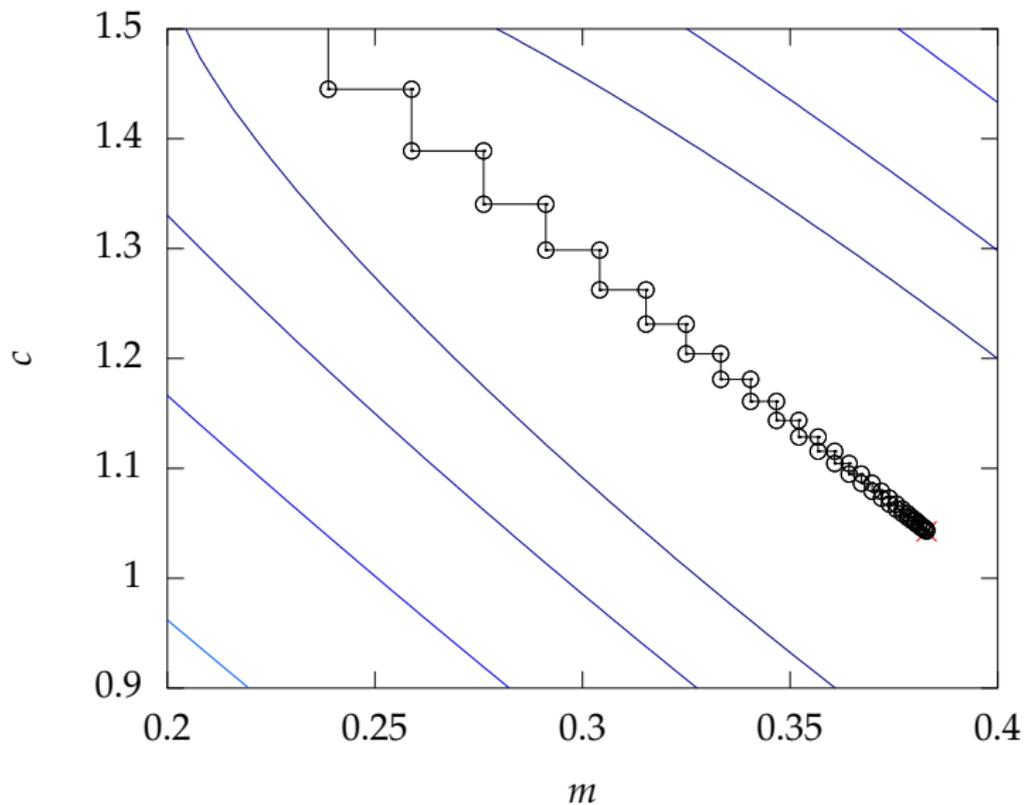
# Coordinate Descent

Iteration 20



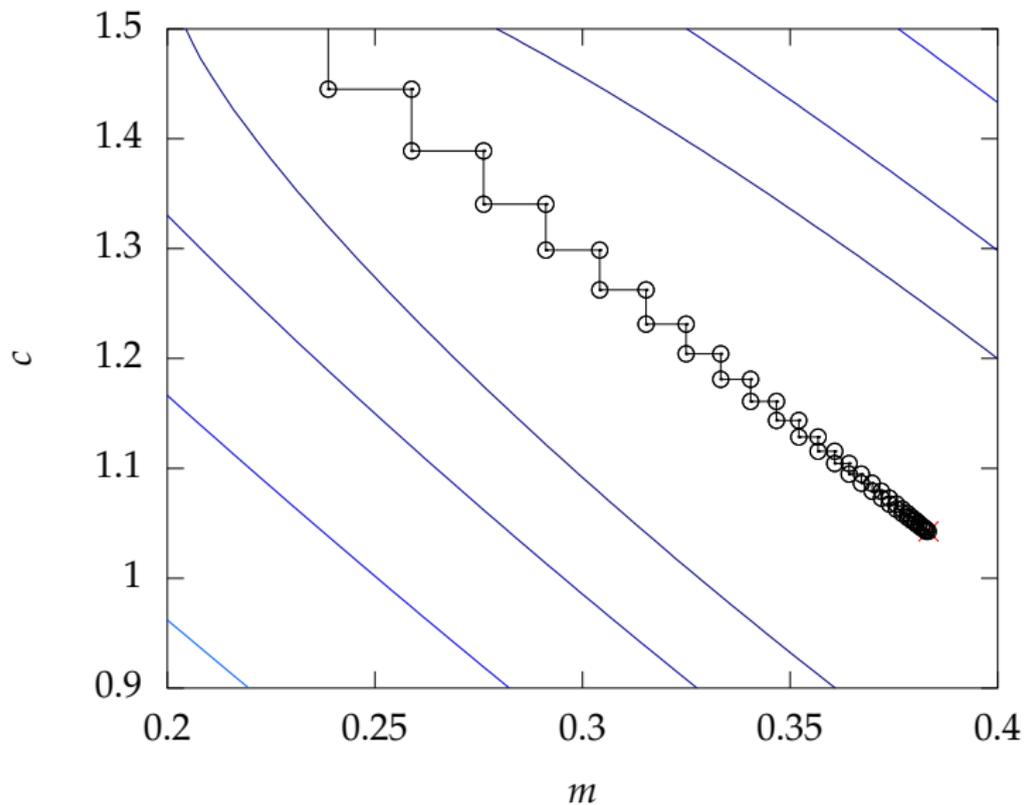
# Coordinate Descent

Iteration 20



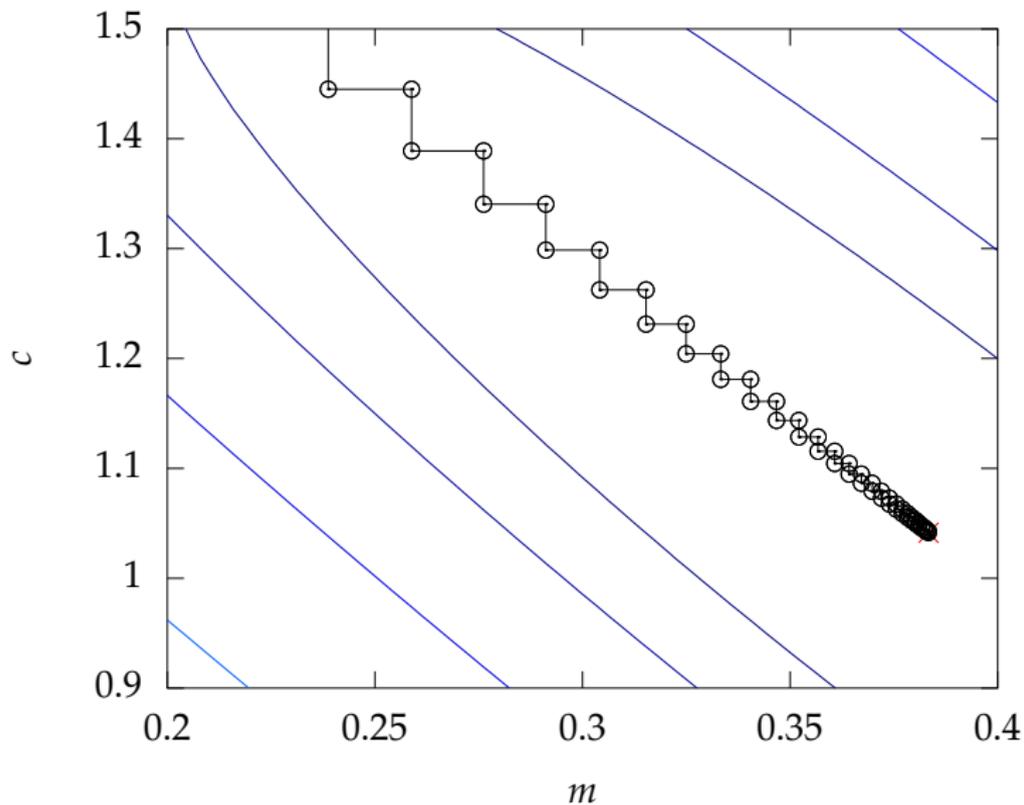
# Coordinate Descent

Iteration 20



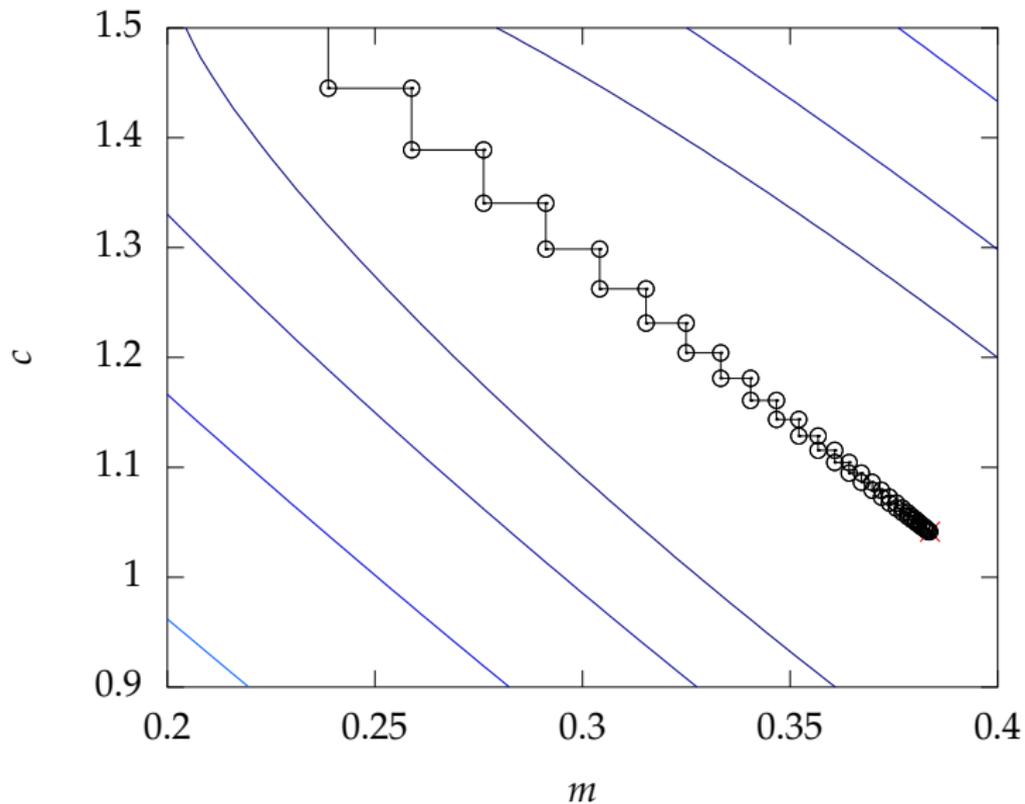
# Coordinate Descent

Iteration 20



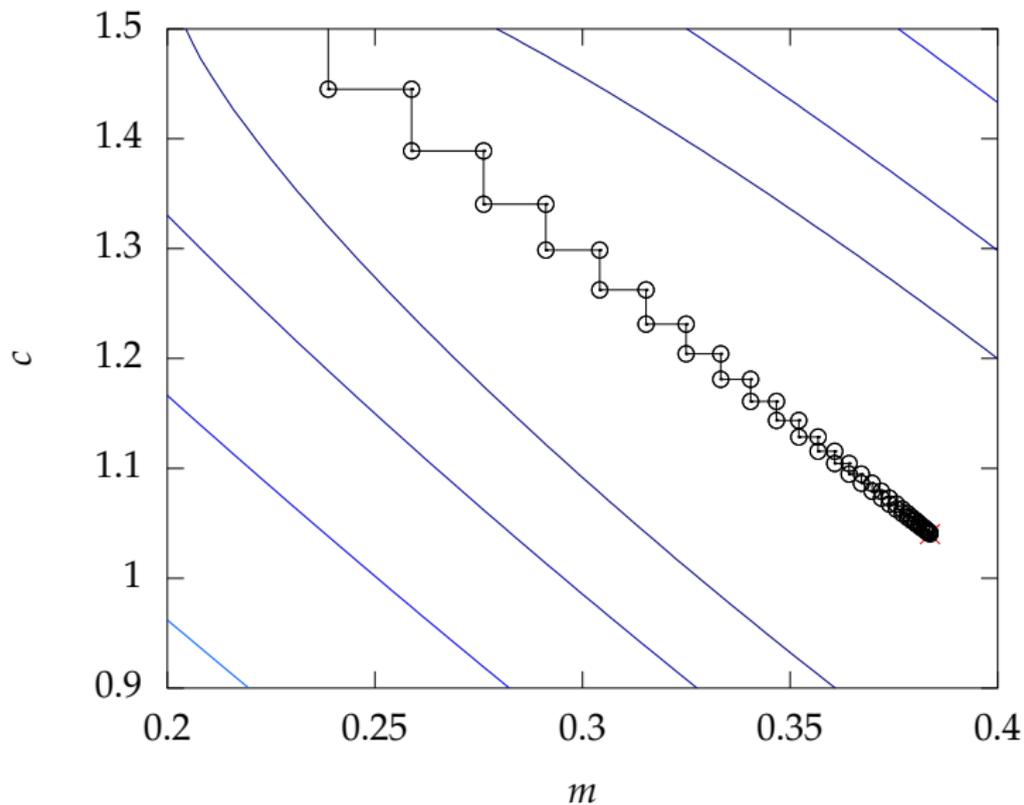
# Coordinate Descent

Iteration 20



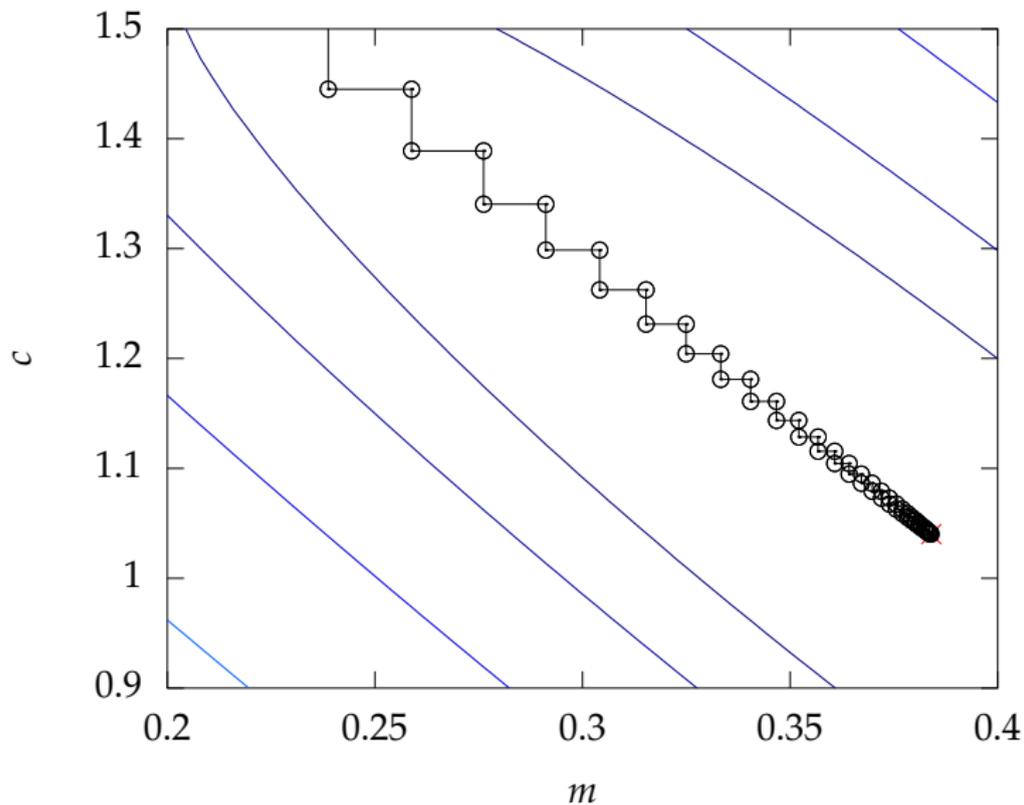
# Coordinate Descent

Iteration 20



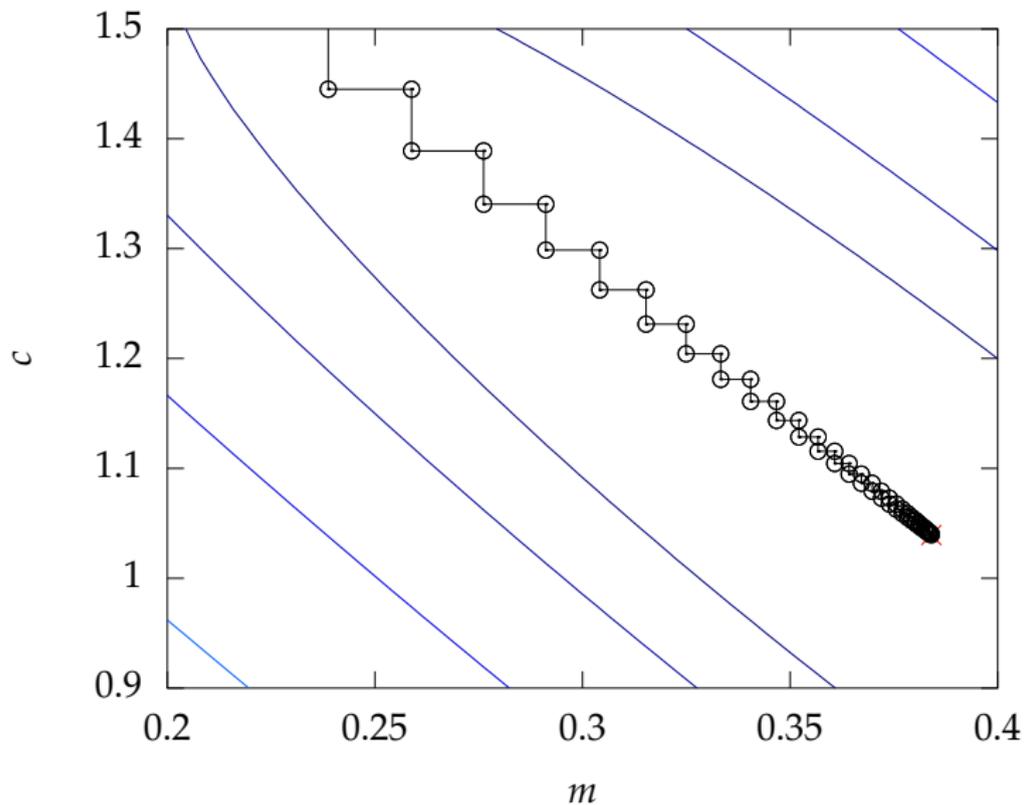
# Coordinate Descent

Iteration 30



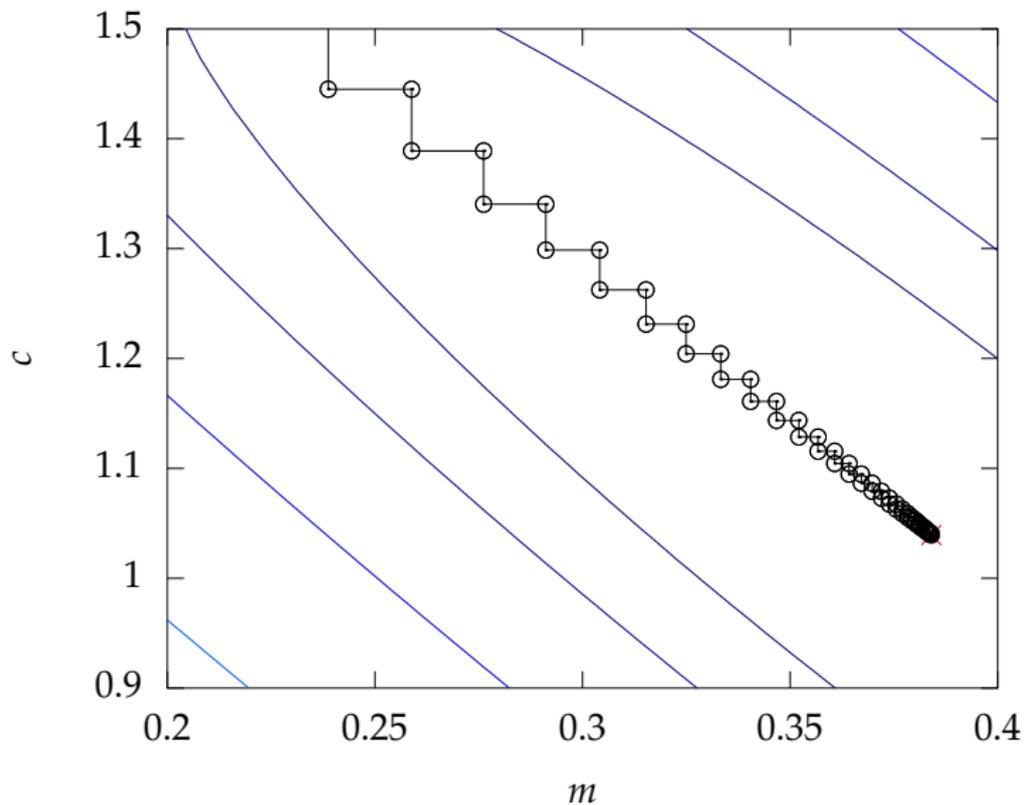
# Coordinate Descent

Iteration 30



# Coordinate Descent

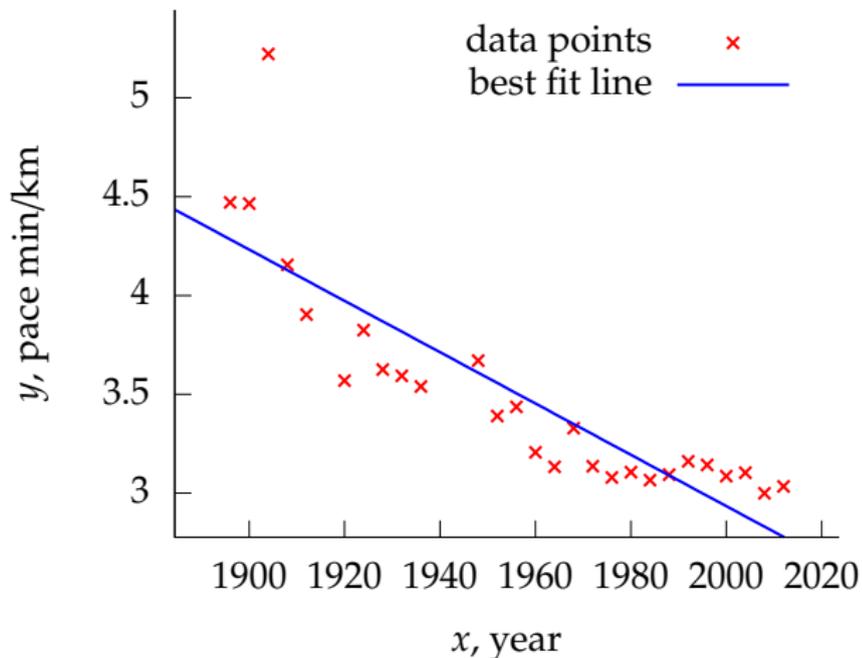
Iteration 30



# Important Concepts Not Covered

- ▶ Optimization methods.
  - ▶ Second order methods, conjugate gradient, quasi-Newton and Newton.
  - ▶ Effective heuristics such as momentum.
- ▶ Local vs global solutions.

# Linear Function



Linear regression for Male Olympics Marathon Gold Medal times.

# Reading

- ▶ Section 1.2.5 of Bishop up to equation 1.65.
- ▶ Section 1.1-1.2 of Rogers and Girolami for fitting linear models.

# References I

- C. M. Bishop. *Pattern Recognition and Machine Learning*. Springer-Verlag, 2006. [[Google Books](#)] .
- P. S. Laplace. Mémoire sur la probabilité des causes par les évènements. In *Mémoires de mathématique et de physique, présentés à l'Académie Royale des Sciences, par divers savans, & lû dans ses assemblées* 6, pages 621–656, 1774. Translated in Stigler (1986).
- S. Rogers and M. Girolami. *A First Course in Machine Learning*. CRC Press, 2011. [[Google Books](#)] .
- S. M. Stigler. Laplace's 1774 memoir on inverse probability. *Statistical Science*, 1:359–378, 1986.